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MEGA

ISSUE 30

MARCH 1995 £2.50



Skeleton Krew

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Second part of our in-depth Doom guide



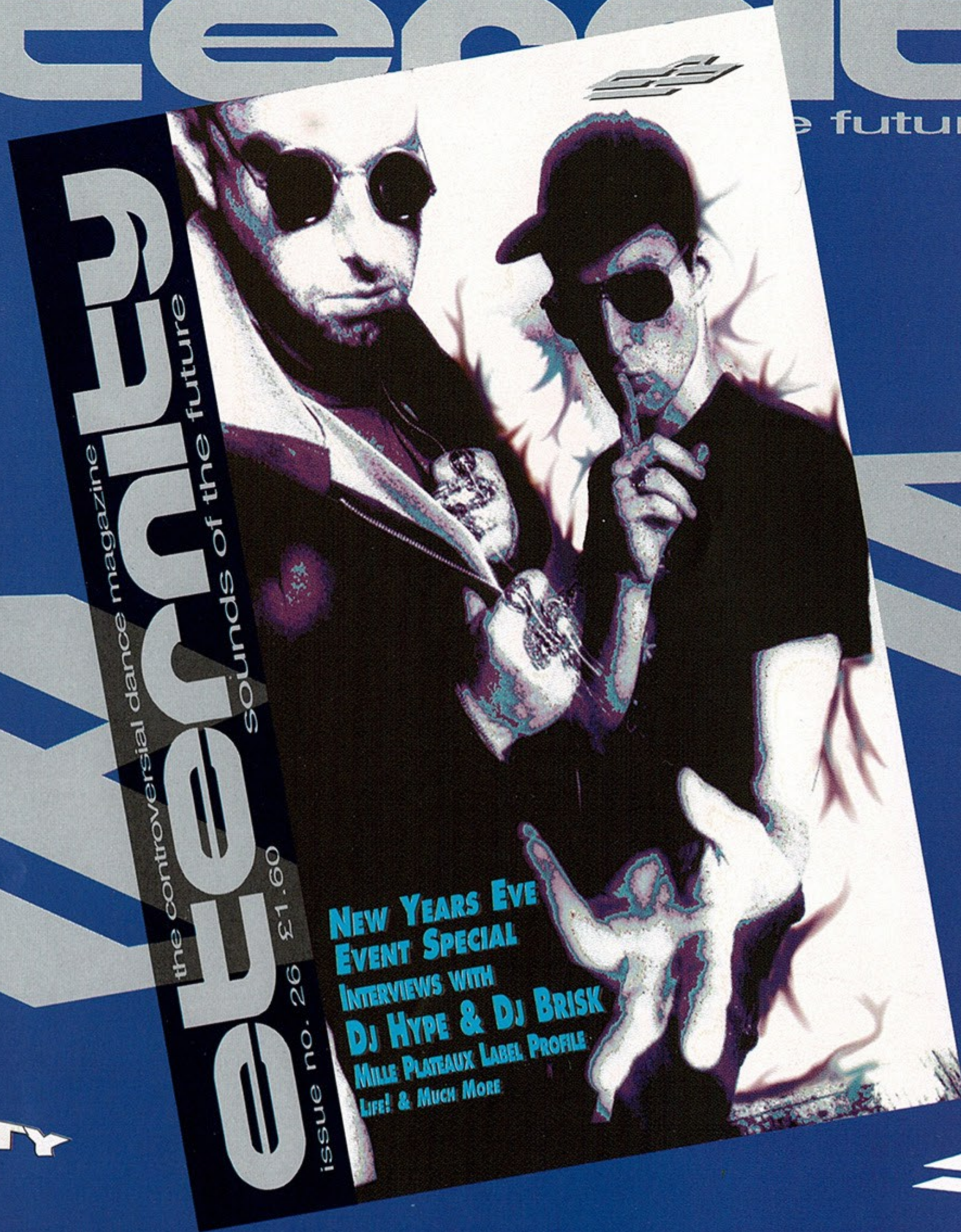
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THANKS VERY MUCH TO:

Mark Maslowicz
Simon Smith Wright
All at Vivid Image

MEGA REVIEWS

ASTERIX34
Join Asterix, Obelix, Dogmatix and co. in their trip around Gauls they try to hunt down Chief Vitalstatistix' valuable shield

CRIME PATROL56
The arcade classic has been converted to the Mega CD, and it's a load of old bob

MORTAL KOMBAT II 32X36
The goriest game ever to hit our screens is back, but this time it is better than anyone could have ever imagined

MOTO CROSS CHAMPIONSHIP43
Try thinking of Enduro Racer, but nowhere near as good

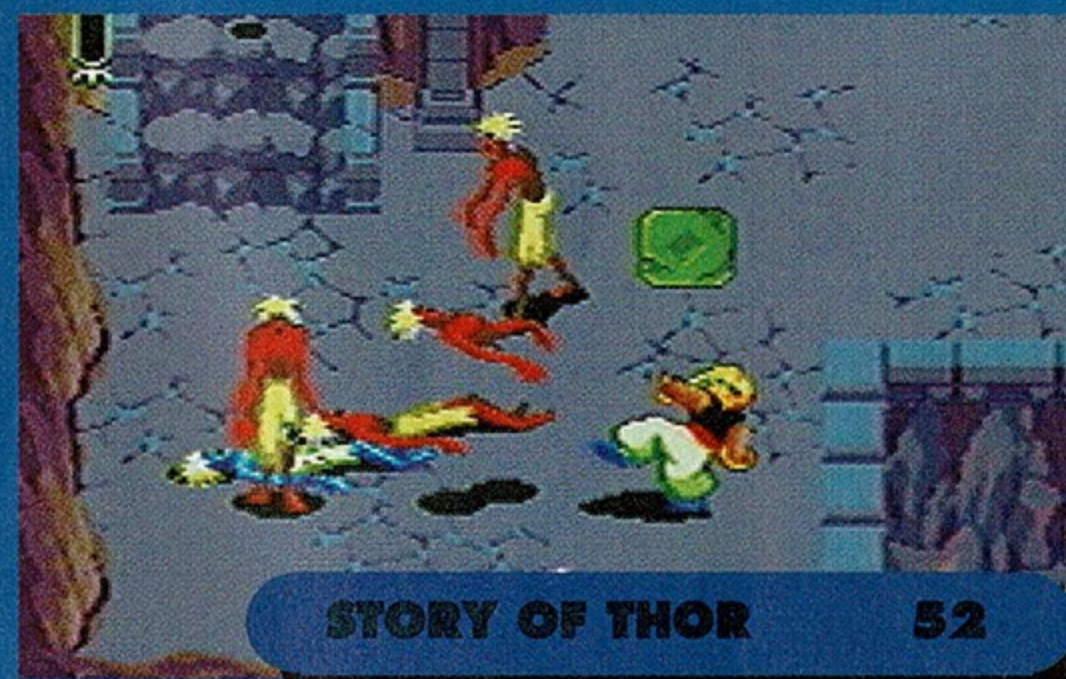
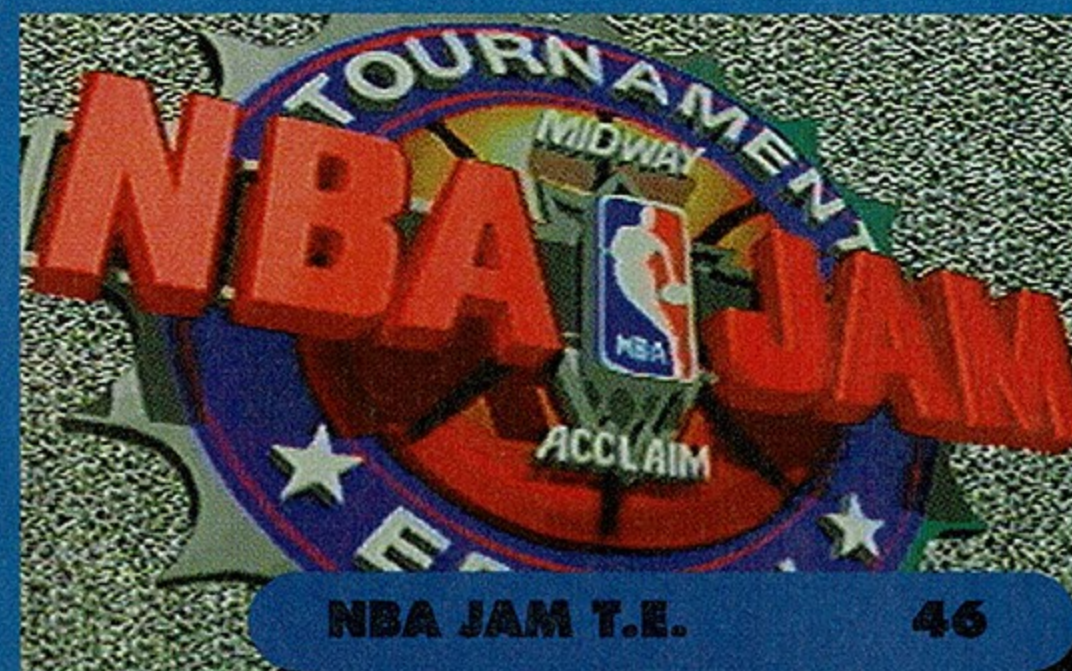
NBA JAM TOURNAMENT EDITION46
It's NBA Jam all over again, with more options and more playability

ROAD RUNNER48
Meep meep! (Groan) Be either the Road Runner or Wile E. Coyote in this average platform type thing

ROCK 'N' ROLL RACING50
Load music and fast cars.

STORY OF THOR52
It's another of those BIG games again that we all love so much

VICTORY GOAL40
Forget FIFA and Sensi, this will knock your collective footie socks off once and for all



PREVIEWS

ALIEN SOLDIER16
Treasure storm back to the forefront of technology with this hi-tech action spectacular.

CHAOTIX18
A Sonic game without Sonic? What's going on?

FAHRENHEIT30
Strike a light! (Groan again) The whole world will literally be set ablaze with this title. Well, maybe not literally, but you know what I mean.

STARGATE28
The film won't win any awards for its plot but the SFX were stunning, as are the graphics found here.

STELLAR ASSAULT16
Another mind blowing 32X title that is in the pipeline.

STREET RACER24
Forget Virtua Racing, Street Racer is coming!

X MEN 222
The cult cartoon heroes are back again in their most challenging adventure ever.



REGULARS

MEGA CITY6

It has recently been brought to our attention that there are many fantastic new Sega games due for release soon. Check them out here

MEGA PLAY66

Don't ask why but this month we have been inundated with reams and reams of passwords for most of the current top games

MEGA CODES64

Don't you just hate this page? Can't we get rid of it? No? Please? No? Oh, alright then

SUBSCRIBE80

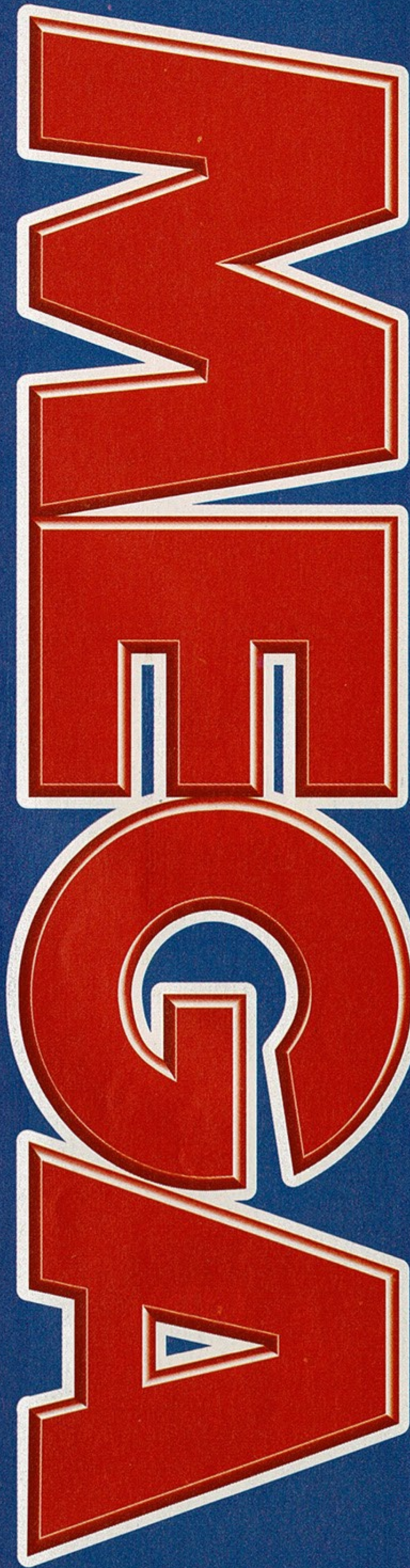
Please? Go on, you know you want to. After all, what else are you going to spend your money on?

TOP 5074

Welcome to the all new Top Fifty, better than ever before and more insulting to a certain person

LETTERS64

Please write to us. We're all sad and lonely and have no friends



SKELETON KREW.. 12

If ever there was a game that was a long time coming then this is it. It has been in development for a-a-ges but it is now finally ready, and it is very impressive too. Check out the review on page 12



MEGA CITY	6
MEGA PLAY	66
MEGA CODES	64
MEGA MOUTH	62
SUBSCRIPTIONS	80
TOP 50	74

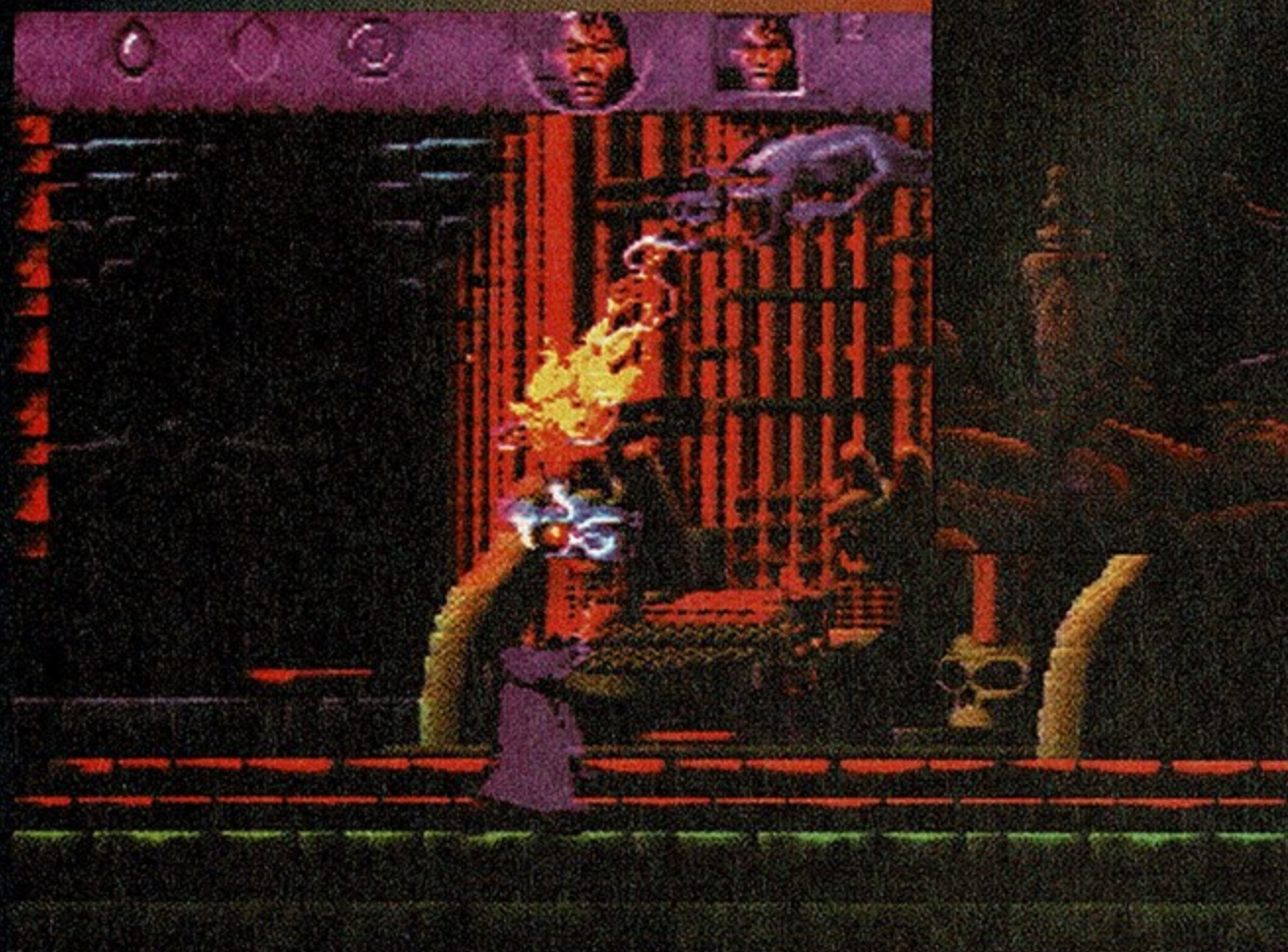
JUDGE DREDD

If ever a film was a sure fire success then it is Judge Dredd. Starring Sylvester Stallone as old stoney face himself the film is bound to clean up at the box office when it comes out in July. 2000AD fans will already know that the film isn't exactly true to the comic strip (i.e. Dredd is a clone of Judge Fargo, but for some reason they look completely different, and let's not forget that he takes his helmet off! Sacrilege!) and as the game is a licence of the film and not the comic then things like this and changes in uniform etc. will also be in the game too. Developed by Acclaim Judge Dredd is a platform game in the same vein as Alien 3 and Stargate (see page 28) and it looks like it is going to be very special indeed. Let's just hope that both the film and the game do Dredd justice. If not, then I'm sorry but I'll have to start busting heads.



WARLOCK

Film buffs may remember a very dodgy film a few years ago starring Julian Sands and Richard E. Grant called Warlock. Grant played a good guy for a change as he chased Sands the Warlock through time in order to stop him from summoning up Lucifer. He did it for a bit and then Sands came back in Warlock The Armageddon after being born in quite a grisly fashion. Before you think that we're trying to turn Mega into Premiere or something by always talking about films we must point out that Acclaim have licensed the Warlock characters and soon they will be gracing your screens again in a platform romp into hell and back again



Hey look, the game is brand new, and we know very little about it, so just how do you expect me to caption these two grabs, eh? I think you people ask for a little much sometimes, I really do.

NEWS

KONAMI

Last month we brought you the sad news that the European branch of Accolade was about to close down and this month we have been told that Konami are going to stop producing Mega Drive and Mega CD games altogether, and reduce the amount of SNES games they release. The reason for this is the general decline of the 16bit console market. The last Sega title they have planned for release is Snatcher, the atmospheric cyberpunk adventure. All is not lost though because Konami still possess a Sega licence and will release more titles when the market looks more stable.

CODEMASTERS
CRICKET

Fresh from the success of Pete Sampras Tennis Codemasters have signed up the 25 year old world famous cricketer, Brian Lara, to star in Brian Lara Test Cricket. The game will feature ten teams with up to date players and statistics. Up to four players will be able to compete together and Codemasters reckon that Brian Lara's will be the most accurate cricket simulation ever.

SHINING
FORCE CD

If I was asked to pick my favourite RPG Shining Force II would be the one I'd choose, closely followed by Shining Force I. In other words, I like the Shining Force games. When first hearing about Shining Force CD it was thought that it would just be the first game on CD but sources at Sega told us it is actually a conversion of two Game Gear version sthat have not not yet seen the light of day on the MegaDrive. Sounds interesting, but I guess we'll just have to wait and see

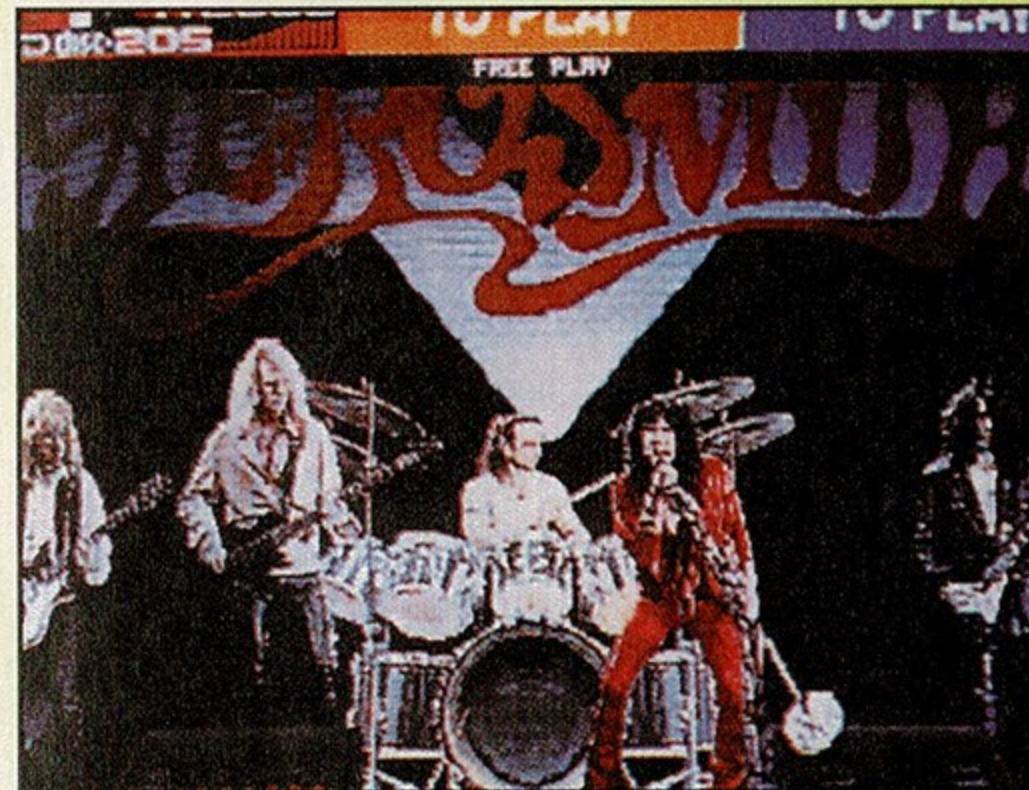
TRUE LIES

After the slightly disappointing performance of Last Action Hero and the abysmal tie in game it was with great joy that Arnie made a terrific come back with True Lies last year. It was an action packed film, and the game looks as if it is going to be just as good. Expect to see all sorts of scenes with people hanging off harrier jump jets as they crash into buildings but don't expect to see Jamie Lee Curtis get her kit off as we don't want that sort of thing in games, do we? No, we don't, and it seems that the video censorship people agree as this scene is being slimmed somewhat when the film gets released on vid in a month or so



REVOLUTION X

Games are getting weirder by the minute. Imagine a game like Operation Wolf or Terminator 2 where the only weapons used are music notes and chords. Then base it around the ageing rock group Aerosmith (some would argue that their music can kill anyway). This is what Revolution X is all about. It was a hit in the arcade with its intense rocking action and it is soon to appear on a Mega Drive or 32X near you. Just try not to get blown away by Steve Tyler's lips



FATAL FURY SPECIAL CD

Joe Higashi, Terry Bogard and brother Andy are set to return to the Mega Drive once more in Fatal Fury Special CD. Originally developed by SNK in the arcade the game has been reproduced on the Mega CD by JVC and is due to be released in a few months by Virgin. This time there are fifteen characters to choose from including the bosses from Fatal Fury II that you couldn't previously play as. There are also more moves, with each character having up to six special moves, counter attacks and insults. It was good in the arcade but can it match up to Super Street Fighter II?



MEGA CITY NEWS MEGA CITY NEWS MEGA CITY NEWS MEGA CITY NEWS MEGA CITY NEWS MEGA CITY NEWS MEGA CITY NEWS MEGA CITY NEWS MEGA CITY NEWS MEGA CITY NEWS

ETERNAL CHAMPIONS CD

The game that was supposed to knock Street Fighter II from the top spot was Eternal Champions, which was good but not that good. It was quoted to be the best fighting game ever, but this just simply wasn't true. Sega of America have now just released a version on CD, and this is a whole new kettle of fish. We all know that the first game had some gory death moves, but this one has at least two or three finishing moves per character! This game is gorier than anyone would have ever expected with limbs flying everywhere and people exploding in true Scanners style. All the original characters are here as well as four new ones, and we'll be checking it all out next issue

NBA '95

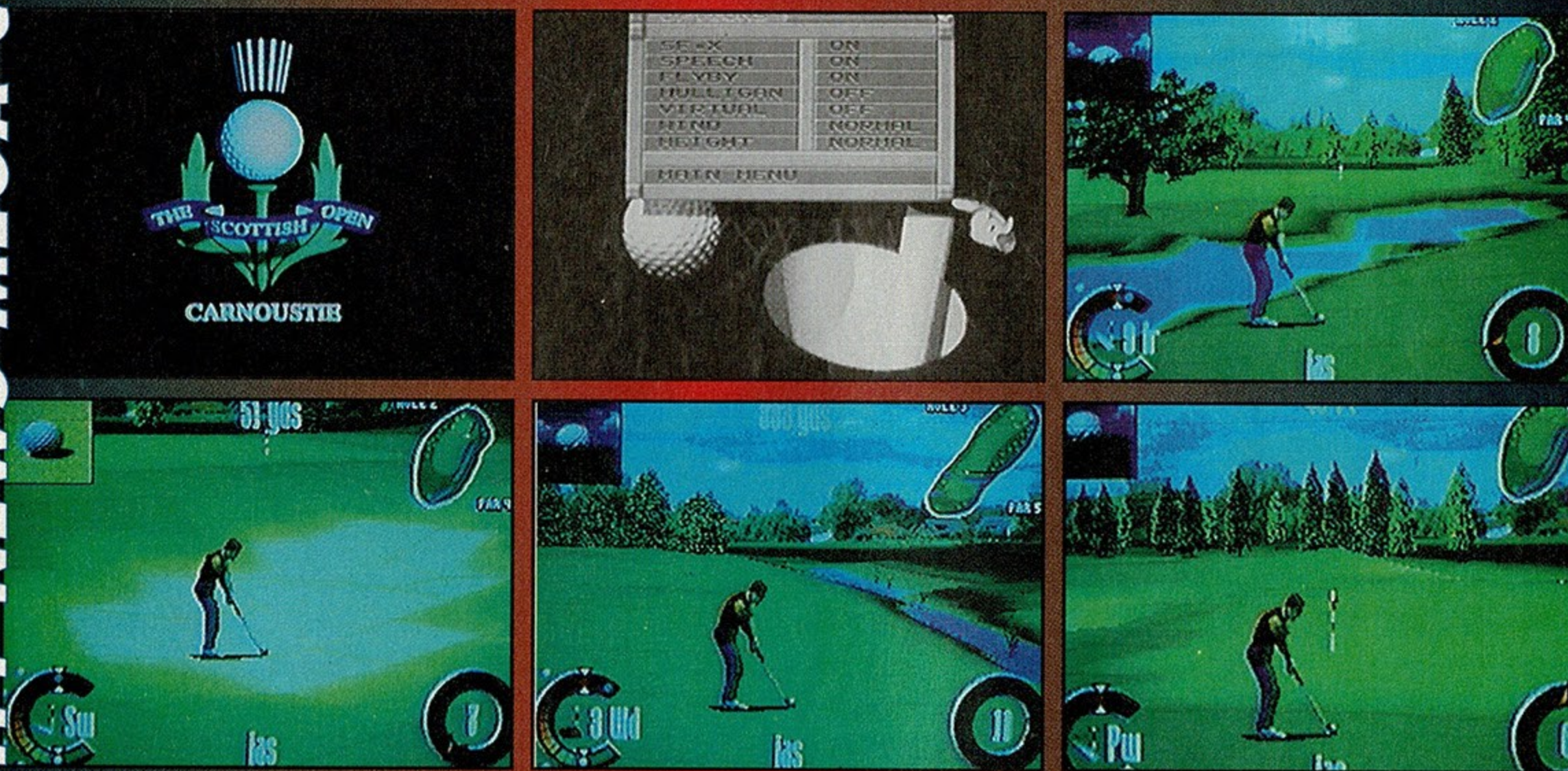
If ever there was a curious sport, it has to be basketball. Ten blokes bouncing a ball around a gym trying to get it into a net the other side of the room. It's good to watch but computer games invariably end up with one team getting possession, scoring, then the other team taking possession, and so on. Boring. Now Sega have announced that they are going to release NBA '95 and they hope to have got around this problem by making the gameplay smoother and more fluid than ever before. Four people can play simultaneously which means that much fun will be had when you bring your mates round to play Sega for a few hours

BC RACERS 32X

Face it, the CD version of this wasn't particularly good, was it? Especially when compared to other racing games like Street Racer or Micro Machines 2. It was supposed to be better than Mario Kart and failed abysmally. Now things could be different as the game has been revamped for the 32X. Using the machines scaling and rotation facilities and those in game adjustable virtual cameras this might actually be able to deliver what was originally promised.

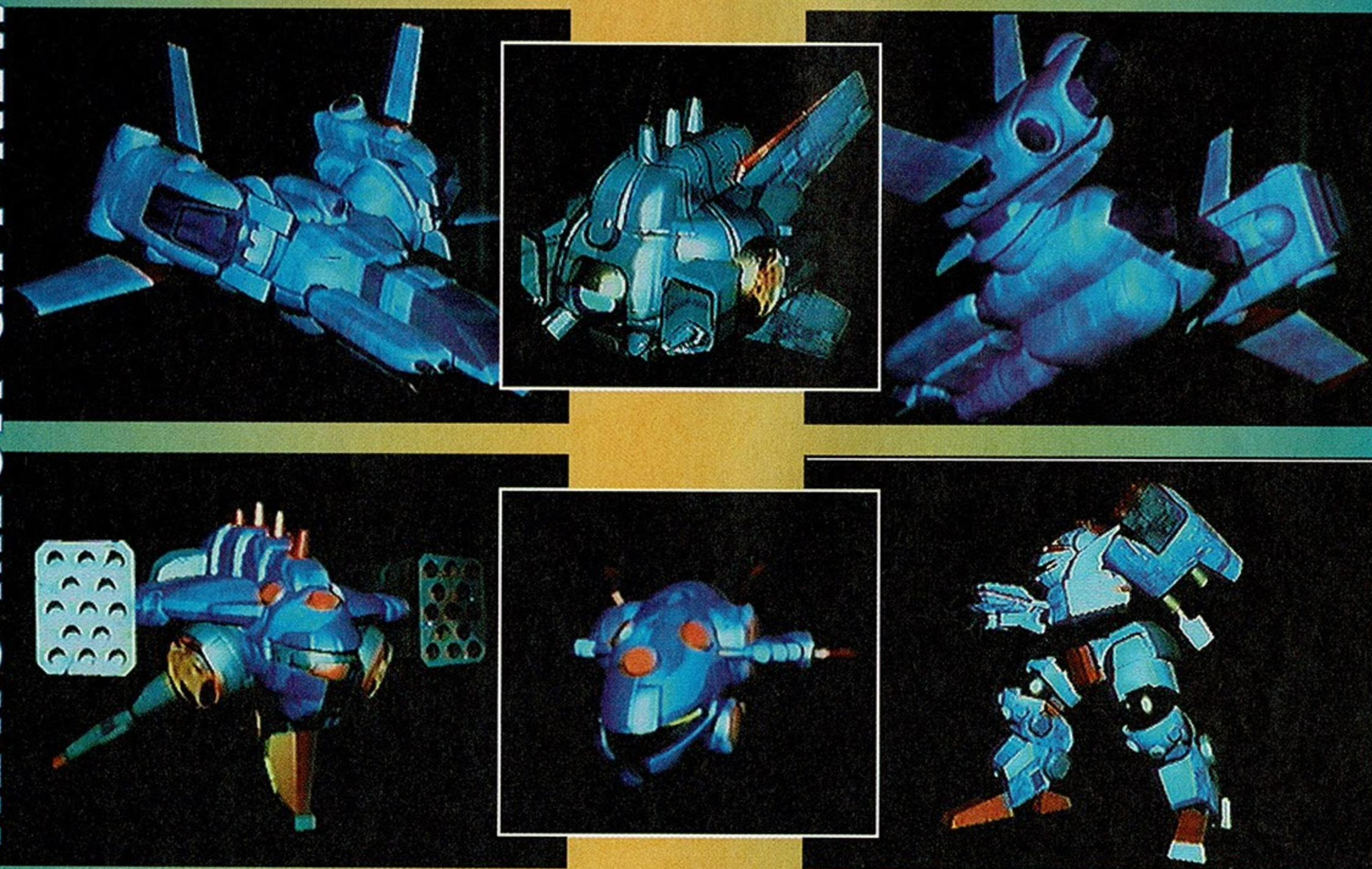
THE SCOTTISH OPEN VIRTUAL GOLF

When Sega announced that one of the first 32X games was going to be a golfing simulation I was a bit curious, and now there is going to be another one! Core Design have just announced Virtual Golf which has four full courses including the Links course at Carnoustie. They claim that this will be the definitive golf simulation as it will be the first golf game EVER to feature a real time 3D environment. With the ability to view each hole using adjustable cameras over which you have complete control, this could turn out to be something extra special



SOUL STAR 32X

Soul Star is probably one of the best CD games currently available, and it is soon to be re-written for the 32X taking advantage of the new machines capabilities. 256 colours, Silicon graphics, fractals, morphing and highly challenging gameplay are the main features of the game, and if its as good as the CD version then it will definitely warrant a purchase. Mind you, on the press release in front of me it says that it is more fun than a day out with Mickey and Mallory Knox (from Natural Born Killers), which wouldn't be much fun at all really, would it? Unless you enjoy being murdered horrifically that is.



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SAMURAI SHODOWN CD

Another fighting game from SNK/JVC/Virgin is Samurai Shodown. The original arcade



version was designed by the same people who originally designed Street Fighter II after SNK pulled off an amazing poaching feat. The arcade game was great fun but the cartridge



version wasn't much cop really. The CD version will use the Mega CD's scaling capabilities to zoom in and out of the action and the music will be straight from CD. With a grand total of twelve different player characters, each with their own set of special moves and weapons this certainly looks like one to watch out for.

MORE MANGA

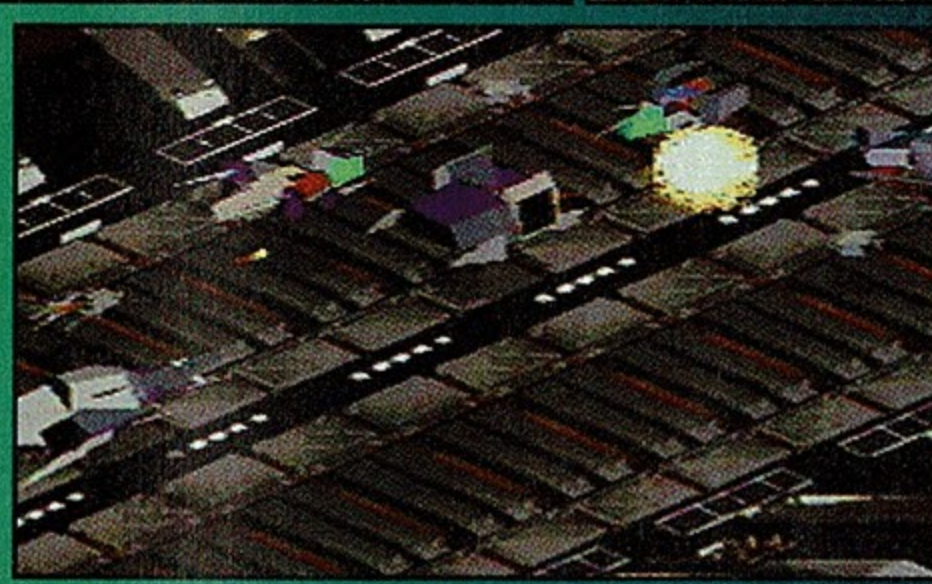
The latest release on the Manga label this month is Macross. Anime fans will already know about the films, called Robotech in the states, which inspired the hugely successful Transformers cartoon and subsequent toy craze.

This video is the first episode in a series and tells the tale of a young hot headed pilot. He is an expert at the controls of his mech (a robot that can turn into a plane) and he has been selected by the government to test two new mechs. The animation is superb, with fast paced action and an interesting storyline. A must for any Manga collection

MEGA CITY NEWS MEGA CITY NEWS MEGA CITY NEWS MEGA CITY NEWS MEGA CITY NEWS MEGA CITY NEWS MEGA CITY NEWS MEGA CITY NEWS MEGA CITY NEWS MEGA CITY NEWS

MOTHER BASE 32X

Remember Zaxxon? Highway Patrol? Raid Over Moscow? OK so you probably don't and I'm just showing my age but at the time these were the best games around and they were all isometrically scrolling shoot'em-ups. The closest thing we've had to it on the Mega Drive has been Viewpoint, but unfortunately it isn't going to be released over here. Now Mother Base has been announced on the 32X. Bearing a striking resemblance to Zaxxon and the others Mother Base is a polygon based scrolling shoot'em-up which is currently under development. It is still in its very early stages of development but we already know that it will be possible to take control of other, more powerful, spaceships by boarding them along the way, and the bosses are going to be truly spectacular.



ECCO II

There is no denying that Ecco II is a superb game. When I reviewed it a few months ago I gave it a very respectable score of 92% which would have been higher if it wasn't so similar to the first one. In a few months time we will see the launch of the CD version of Ecco II: The Tides Of Time, and what a good job too. It is being released at the same price as the cartridge so if you own a Mega CD and haven't bought Ecco II yet then just wait another month or so as this is even better value for your hard earned money.

Basically both games are exactly the same with Ecco having to travel to the future and back again in order to defeat the mysterious dark vortex and save the tides of time from being altered beyond recognition.

The differences this time is that the CD version contains a massive amount of full motion video sequences and the music is so ambient it'll make you think you're on another planet. Turning the lights down low and the volume up when playing this will be a very mellowing experience indeed



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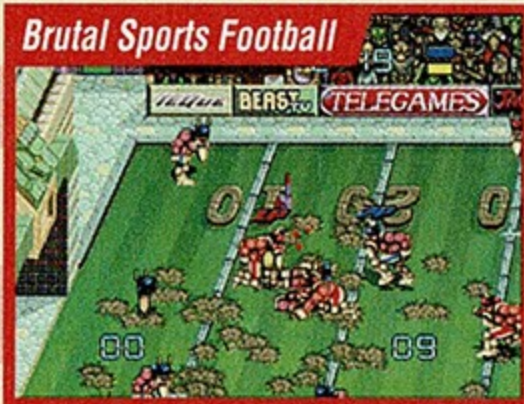
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SKELLET

When hell flows over the dead shall walk the Earth. Or something like that.

Ooh, what a palaver. If we are to believe what games designers tell us the future isn't going to be a very nice place. Games always tell of how the world will be full of doom and gloom and they don't come any more pessimistic than this. As you are no doubt aware some people want to live as long as possible and so they are prepared to go to any lengths to expand their life span. Some think that cryogenics is the way and apparently even Walt Disney is frozen away somewhere in the hope that

future technology will be able to bring him back to life. Moribund Kadaver was the owner of such a facility used to freeze the dead but when he went a little bit loopy he mutated the frozen stiff and turned them into Psykogenix, the living dead. The inhabitants of nearby Monstro City weren't best pleased with this and eventually they all fled in terror. When the Military Ascertainment Department (MAD) heard of this they immediately sent in the heavy mob, but only one soldier lived to tell the tale. There was only one thing for it - to send

in the mercenary squad known as the Skeleton Krew.

KRACKING

This wonderfully optimistic story is the setting for Core's latest game and the sole objective is to storm through Monstro City taking out as many Psykogenixes (Psykogenii?) as possible and then put a stop to Kadaver's morbid antics once and for all. Just as Skeleton Krew tells us of a gloomy future, the actual game hasn't had such a good time either. It has been in development for ages and was



(Above) The bad guys attack in force right from the start

(Below) This could possibly be the most perilous lift of all time



(Above) With player one dead Joint is all on his own

(Below) Money is the root of all evil, and there's lots to be had here



ON KREW

eventually shelved as the designers didn't think it was good enough. Then suddenly the decision was made to release it and you can imagine how eager I was to play it knowing that it was nearly permanently shelved by the same people who told us that BC Racers was a quality product.

Upon loading my first impressions were good. Very good in fact. Excellent presentation supported by an ominous soundtrack set the mood quite nicely thank you very much.

KRUNCHING

The game itself is viewed from a 3/4 isometric perspective in the same way as Landstalker and can be played by two players simultaneously. Lee and I sat down together to play the first game and then he turned to me and said "Hang on a minute - isn't this dead good?". Never has a truer word been spoken as this is indeed 'dead good'. Unfortunately it's not 'totally excellent' or 'bloody amazing' though.

Rib, Joint and Spine are the three mercenaries sent to clean up the city and they are a very strange bunch indeed. Each carries a standard blaster and an infinite supply of hand grenades. As they can't get help from anyone else during the game and there are no weapon powerups to collect, these are

"Hang on a minute - isn't this dead good?"

the only two forms of attack available - a great shame as the game would have been so much better with a range of guns to choose from. Wandering around the landscape

couldn't be easier if it wasn't for the sheer amount of Psykogenix around (I'm going to call them bad guys from now on if you don't mind). All the game involves is wasting bad guys and progressing through the levels. Some of these levels are quite empty but most of them are chock a block with gross bad guys who fall apart in a green splat as they get diskorporated, or killed to you and me.

INKREDIBLE

There are six levels in all, all of which

MEET THE GANG

These are the lads. They're all made up of dead things and robotic bits and bobs. Not very nice really. Still, they're dead hard, and here they are



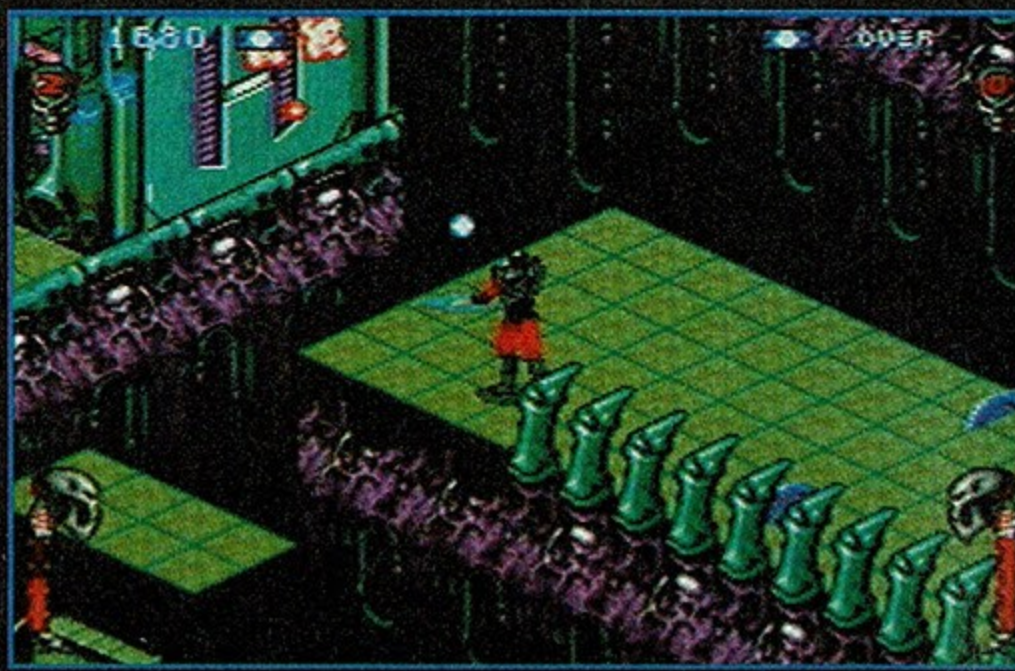
(Right) All chaos is breaking lose as Spine and Joint kill people indiscriminately



(Left) If everything gets out of hand just get in a friend to help out



That doesn't look too promising



Logically the way to bridge a gap is to blast doors down across them. Obvious really



Not a good situation to be in really



(Left) The first boss can kill you instantly with his meaty laser gun



there is a lot of fun to be had here

The action is fast and furious throughout



(Right) There's not much going on here really is there? Umm. Look at the quality of those graphics



Your guns shoot at head height so how do you kill small creatures? Hmm...



You have some of that, you have some of that and you have some of THAT!



(Above) With the shields down the guy is now easy meat

(Left) After finally reaching Kadaver it turns out he's not that easy to defeat after all

are split into many sub stages and they each have their own different graphical theme. Some may be based on fire with red walls and flames spewing everywhere. Level two for example is set in an elevator shaft and all the floors must be cleared of bad guys one by one and the shaft itself is full of slime and the living dead.

The action is fast and furious throughout the game which causes one major drawback, mainly the fact that there is no variety to the gameplay whatsoever. There aren't really any puzzles to speak of and the lack of different weapons can mean that the game will get monotonous but if that doesn't bother you then there is a lot of fun to be had here as otherwise it is very playable. This playability is enhanced by the ingenious control system that lets the players shoot and move in different directions. The A button changes weapons and the C button jumps, with B being the fire button. Hold B and your gun will lock in position and fire continuously. With the fire button held

press A or C causes the top half of the character to turn completely independently of their legs which could be facing in totally the wrong direction. This means that you have precise control over your weapons and can still run away as soon as things get too hectic. One strange quirk of this is that the enemies always attack your top half and so when you eventually explode your legs can still run around for a while before eventually keeling over.

KRAP? NOPE

As it stands Skeleton Krew is nothing more than a glorified shoot'em-up with some pretty slick animation and deathly overtones. It isn't brilliant and it is by no means poor. Unfortunately it suffers from the fact that there are more enjoyable games around already and this isn't particularly anything special. Action fans will love it if they can withstand the limited gameplay as there is hours of fun to be had here and I'll personally shake the hand of anyone who manages to get anywhere on the

hardest level (Well that's enough incentive for me - Lee)

(Below) Jets in the floor hurl our heroes to unexplored heights

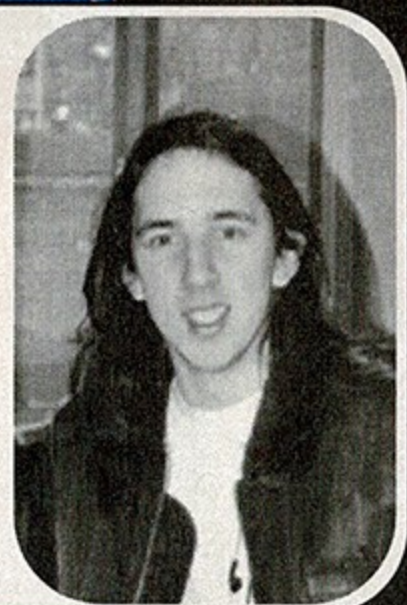


(Above) Run away! These things are right gits to kill, so just leg it instead

83
PERCENT

"Dead good"

Paul Ulland



GRAPHICS	8	GAMEPLAY	6
SOUND	7	GAME SIZE	6

STELLAR ASSAULT



Star Wars Arcade was great wasn't it? Yep, sure was, so just feast your eyes on this.

The 32X has had a few disappointing titles released on it already, like Space Harrier and Moto Cross, so it is pleasing to learn of more quality titles that are about to be released. Stellar Assault is another polygon based space game which is slightly reminiscent of Star Wars but it has much more freedom of movement, a bit like Elite.

The game is divided up into missions, the simplest being to destroy everything in the area. The final version of the game won't be released in this country until much later this year but as you can see from these screenshots it is shaping up very nicely indeed. From what we have seen Stellar Assault looks as if it will put the 32X's record back on track, especially because of the two player mode. Just like Star Wars

Arcade Stellar Assault can also be played co-operatively by two players, one as the gunner and one as the pilot. Thankfully it looks as if Stellar Assault will please the people who were disappointed by the relatively small size



(Left) Preliminary checks over, time to go to action

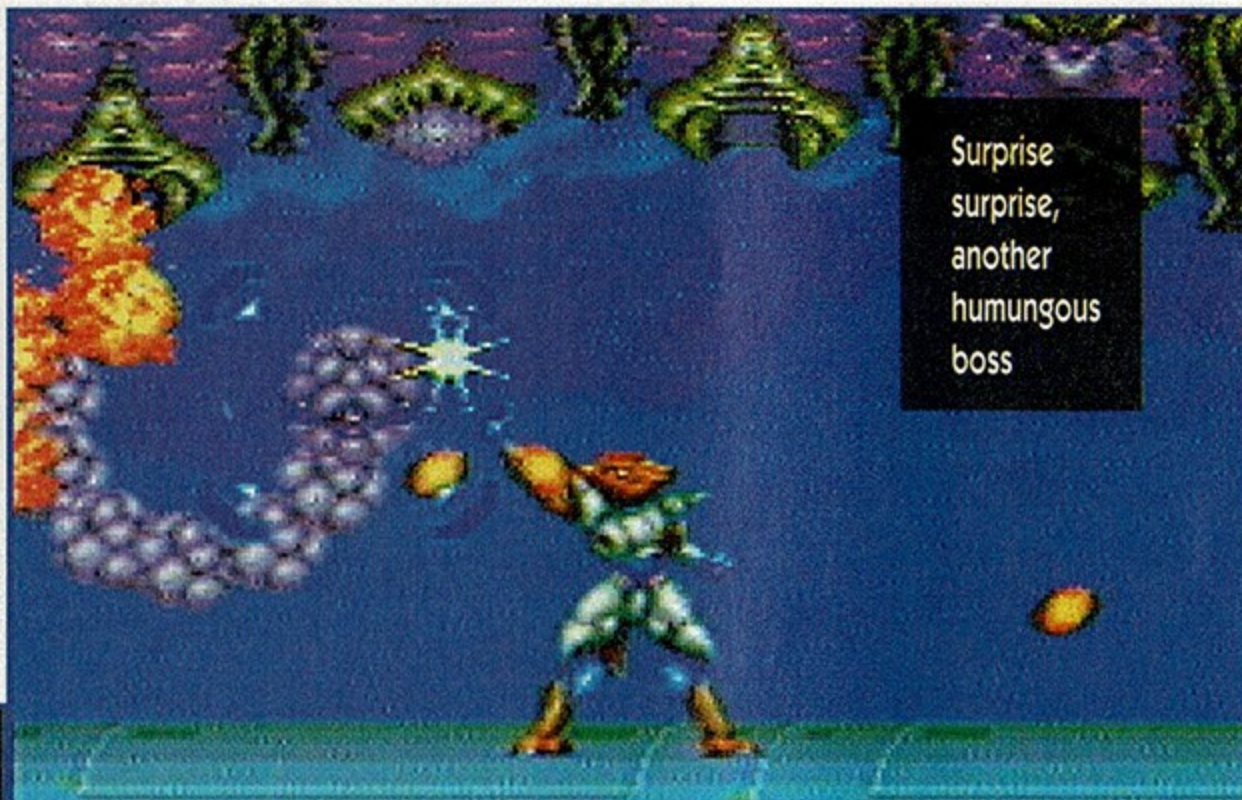


Two player mode will have a different HUD to improve accuracy

(Right) Looks like someone has been watching 'When worlds collide'



(Above) The icons at the top right of the screen show which weapons are available



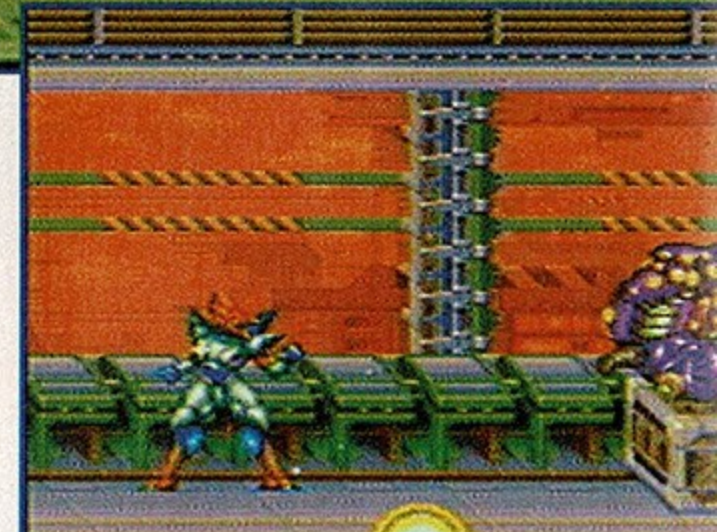
Surprise surprise, another humungous boss



(Right) About 2 seconds into the game comes the first giant enemy, a huge snake like geezer

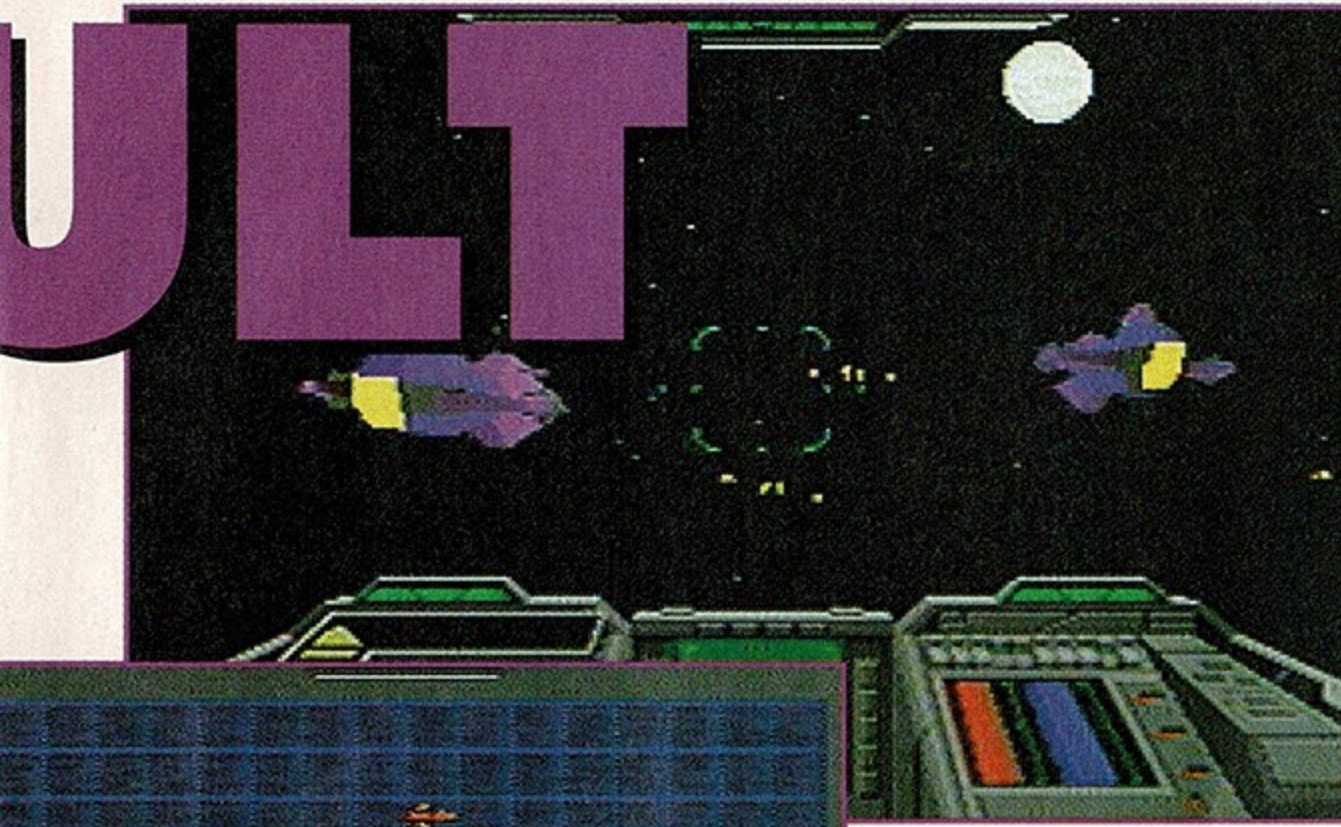


(Right) As you can see, this game is just jam packed full of action



(Right) What's going on here? Upside down, fighting a giant one eyed strawberry? How mad can you get?

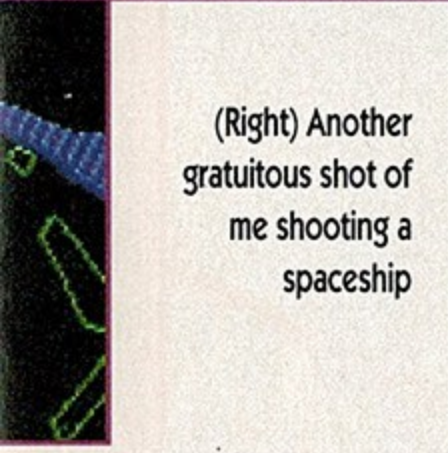




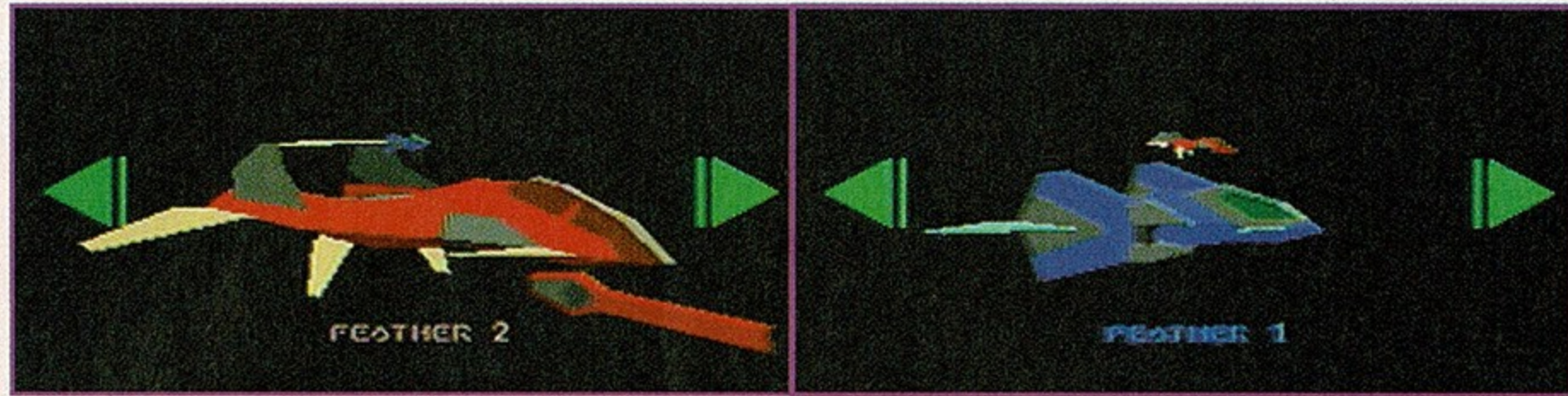
(Above) The first mission is to destroy three mother ships



(Left) Pay attention to the debriefing before the mission



(Right) Another gratuitous shot of me shooting a spaceship



(Above) There will be a choice of two ships to fly, both of which are called 'feathers'



The graphics may not be as detailed as Star Wars but they move a lot more smoothly

ALIEN SOLDIER



It's mad shoot'em-up time again thanks to the adventurous lads at Sega

Regular readers will know how much we liked Gunstar Heroes here at Mega. Unfortunately it didn't do well in the shops which is a crime as Home Alone was an storming success. Such is life I suppose. The reason we (well, I) liked it so much was because:-
 A) The action was non stop.
 B) There were many different weapons.
 C) The bosses were completely outrageous, with one of them that had seven different stages that it went through before it died.
 Fresh from writing the controversial and decidedly average Dynamite Headdy, Treasure have turned their hands to what they know best - out and out violence.
 Alien Soldier is currently still under development and won't be released until much later this year but from what we've seen it looks like it could be their best blaster yet. The Alien Soldier of the title is on a mission of sorts which

basically involves him killing hundreds of aliens and destroying many bosses. In fact, all he seems to do is take on boss after boss after boss. The levels themselves aren't going to be particularly big because the main attraction of this game is going to be the sheer amount of huge guardians and their large range of incarnations. With around twenty five levels to fight

through and many large bosses in each level this certainly looks like something to write home about. In order to fight enormous bosses a vast arsenal is called four. With the ability to carry four different weapons, teleport around the screen and walk on ceilings Alien Soldier looks like it is going to be the action game of the year.



Is this the end of game boss? Is it heck, there's still twenty levels to go yet. Lets just hope they sort the glitching out before the final version is released



CHAOTIX

STARRING KNUCKLES

Remember Knuckles, the rascalion from Sonic 3? Well, he's such a star that he now has his very own game, and he's brought all of his chums along too!

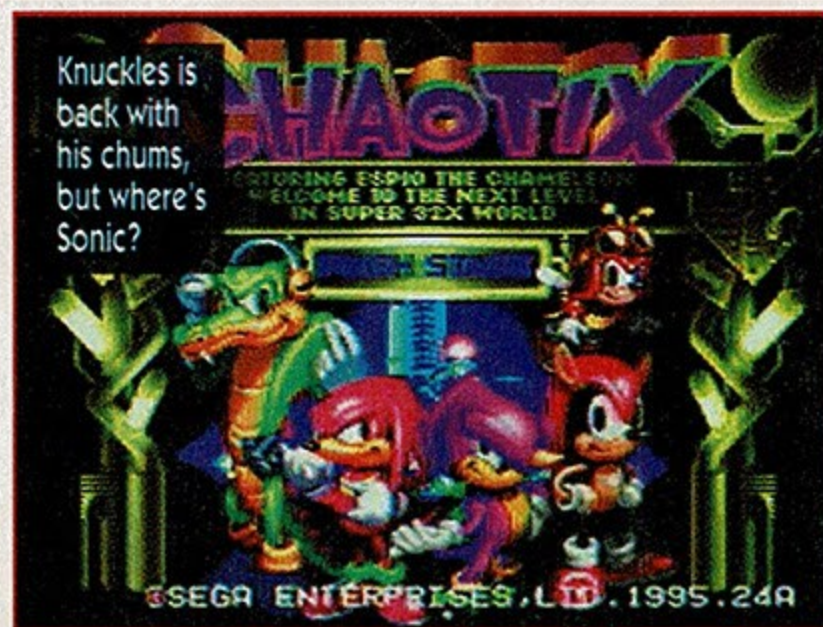
Everyone should be familiar with Knuckles by now. He was a bad guy in Sonic 3 but it was later revealed in Sonic & Knuckles that he was just misguided by Dr. Robotnik and believed he was doing the right thing. Now he's back, minus his blue spiky pal, and is the star of the most curious Sonic spin off yet. Chaotix is still only in the very early stages of development and is due out in the final quarter of '95. It is the first platform game to be released on the Mega 32X and it looks like one of the strangest platformers yet. As with all the Sonic games Chaotix is based around rings. At the start of the game Knuckles must run around the first level collecting rings and soon he'll meet Robotnik and take him by surprise. Robotnik will quickly scoot, leaving behind the machine he was working on. Further inspection of this reveals what is called a Combi, which adds a whole new dimension to the game. From this point onwards Knuckles and the

Combi become joined together by the power of the rings. In two player mode there will be several characters to choose from where one player takes the main role and another becomes the combi. The only way to progress is to get both characters to work together. As this game is going to be on the 32X it will naturally feature eye boggling graphics and enhanced sound. As most 32X games are 32mbit cartridges too the programmers have the ability to program even larger levels than those found in Sonic and Knuckles. From what we've seen it looks as if Chaotix is going to be a completely stunning platform game with many original ideas and novel twists.

(Right) When the combi gets stuck use the call feature to summon him back



(Below) A taste of things to come



(Left) As in the Sonic games opening televisions yields special powers



(Right) At points there are two switches that must both be pressed at once, like this



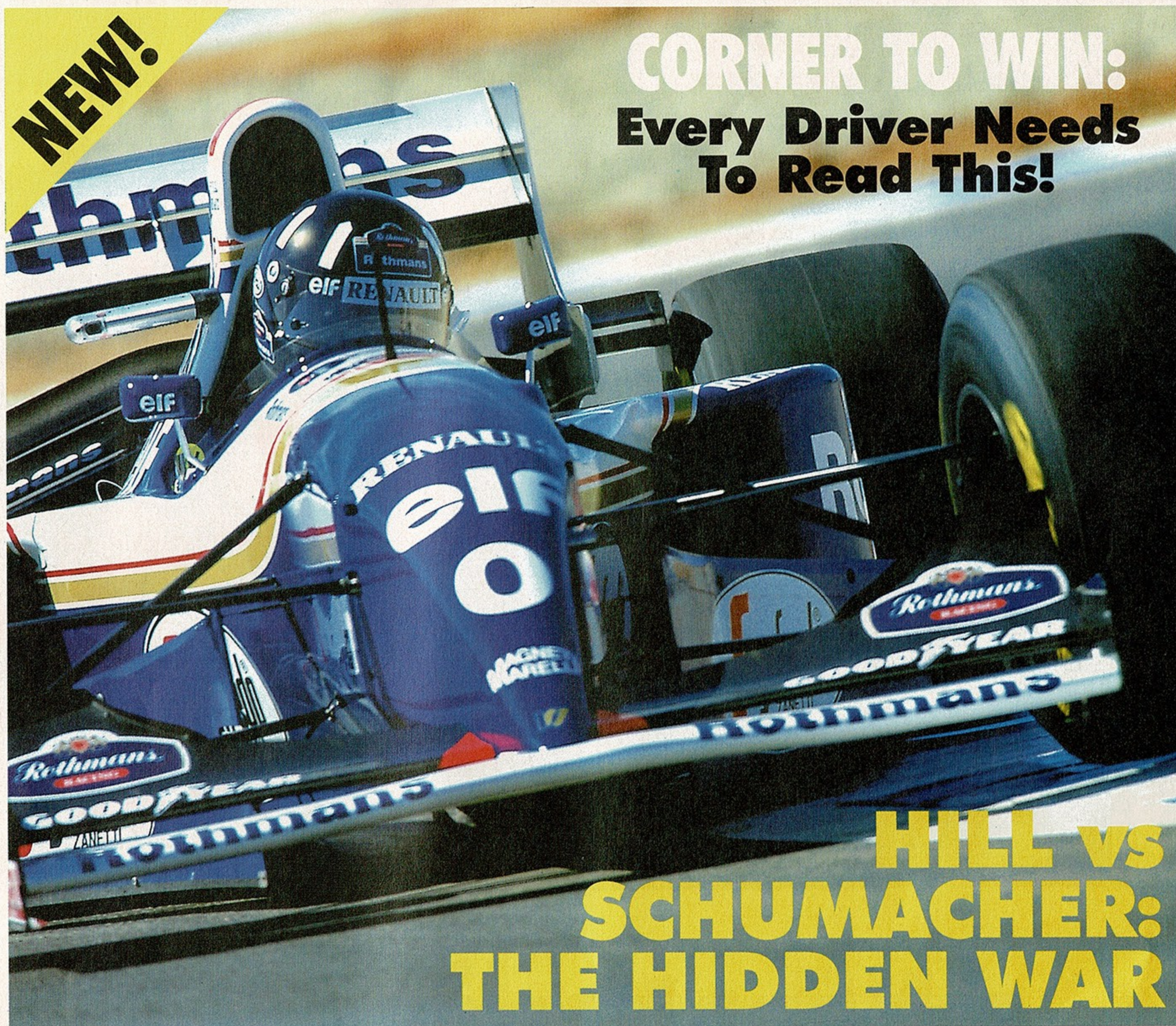
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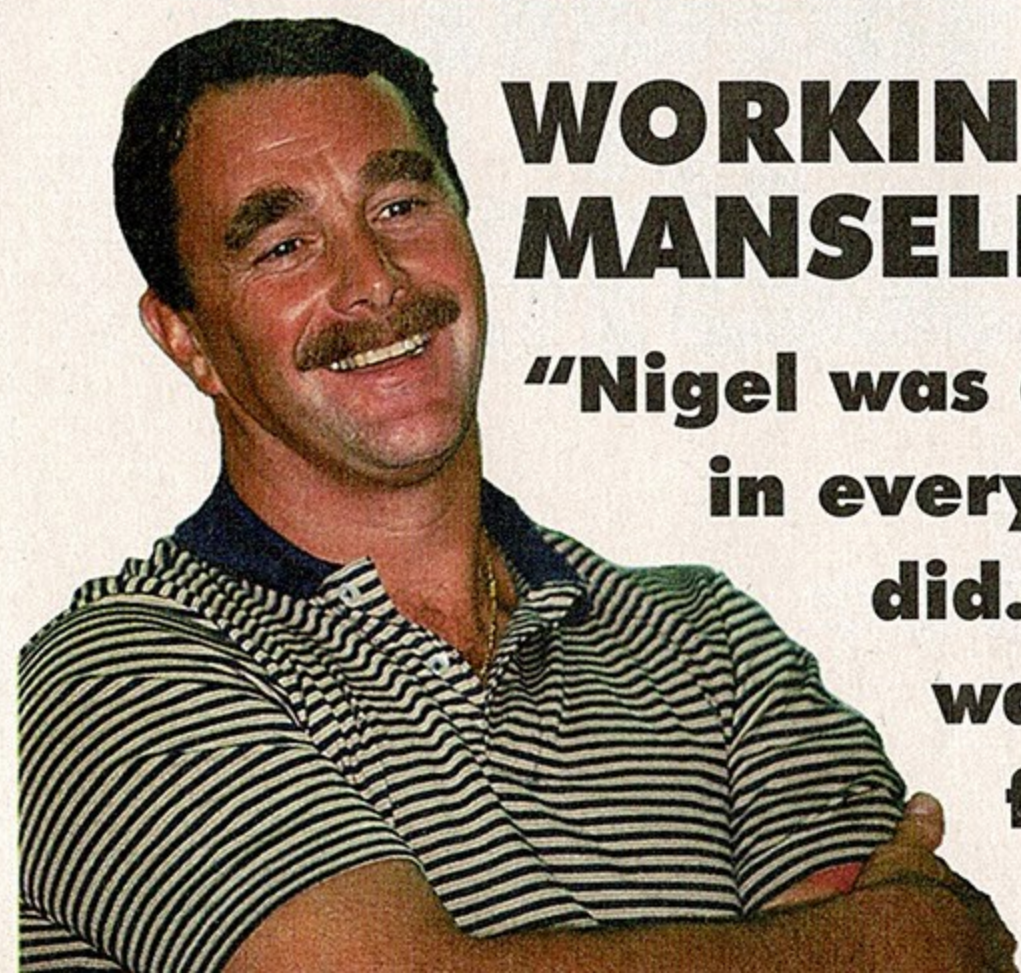
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X-MEN 2

Everyone loves a Superhero with special powers, and they don't come any weirder than this motley crew

Hats off to Mr. Stan Lee and all the guys at Marvel for bringing us the best comic heroes ever. Among his brood are the Incredible Hulk, Spiderman, Captain America and the uncanny X-Men. These are his most popular characters and it isn't too surprising to find out that they all have their own computer games based on their misadventures. Often other Marvel characters stick their necks in along the way during these games with the likes of Iron Man and co. turning up when least expected.

The first X-Men game was released over a year ago and is still far superior than any other Marvel game since. For example, Spiderman and the X-Men is incredibly annoying to play and Acclaim's Adamantium Rage starring Wolverine is just too difficult by far. Spiderman Vs the Kingpin was all right

but it is a bit dated now, and the less said about The Incredible Hulk the better. As for Captain America and the Avengers...

XTRA ORDINARY

The X-Men are back again in their fourth Mega Drive outing (X-Men, Spidey and the X-Men, and Adamantium Rage being the first three) but as this is being published by Sega and not Acclaim it will have the highly imaginative title X-Men 2.

As always, the mutants are having a bad time. They want to be treated like normal

human beings but Magneto thinks that they should rule the world and keeps on encouraging weaker willed mutants to terrorise us normal folks.

Whilst minding his own business Professor X, erstwhile genius and physically handicapped bald guy extraordinaire, stumbled upon some strange goings on over in Siberia. What is going on? Even the Prof. and his ESP couldn't solve the mystery so it was time to send the X-People in once more.

As any X-Men fan knows the line up of the team has changed

quite considerably but the heroes in this game are Cyclops, the man with a demon stare, Wolverine who is an all round tough bloke with claws and stupendous healing powers, The Beast who is ferociousness personified, the curious Night Crawler, and let us not forget Gambit who may not look as hard as the others but lets just say you'd always let him win at poker.

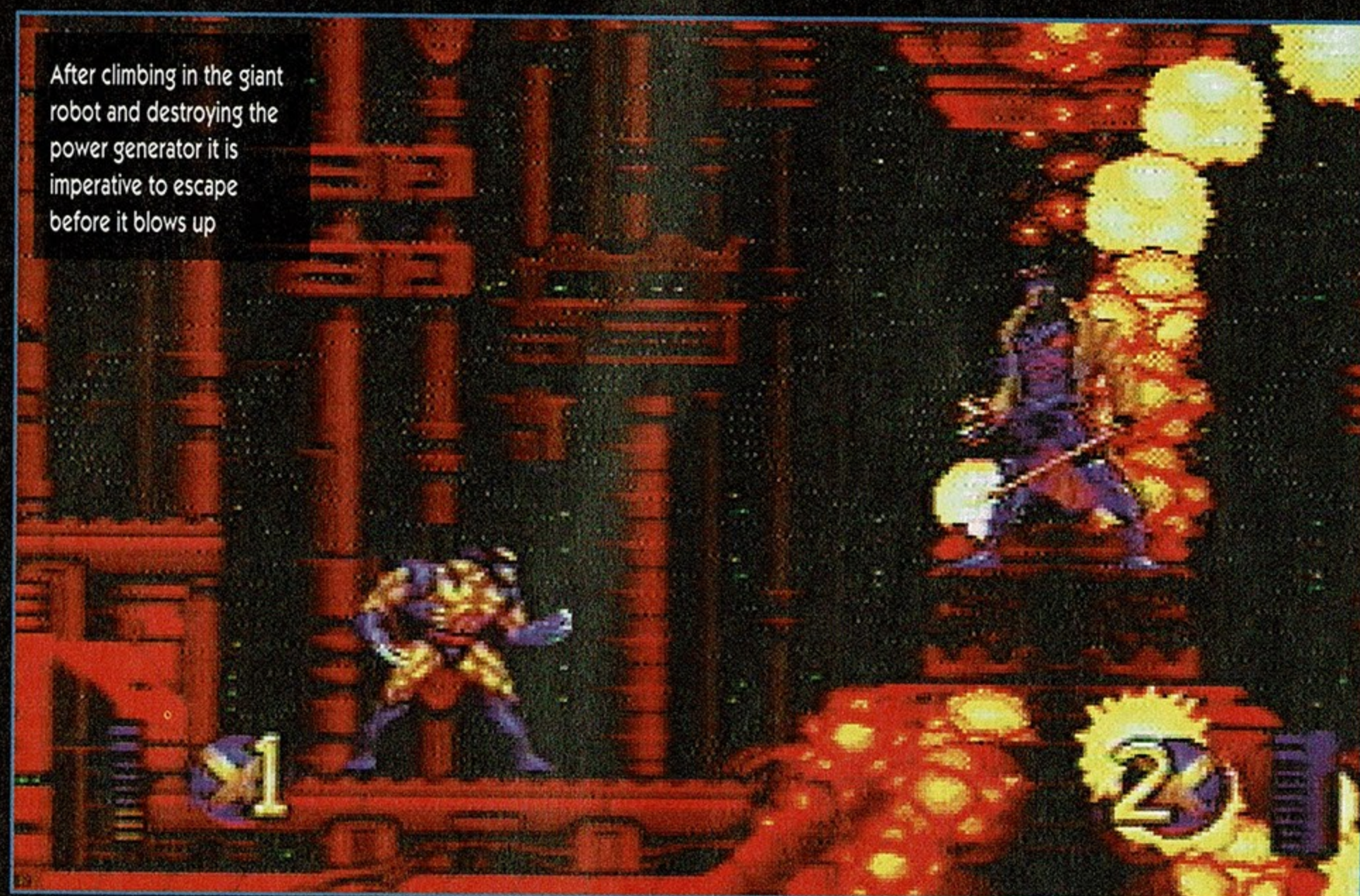
XTRAVAGANZA

The main game itself is a simultaneous two player platform game where each player chooses the character that they want to play at the beginning of each



(Left) It's cold outside but Gambit's hard and can take it

(Right) The only way past the giant robot is to jump inside and attack from within



(Right) The only way to open some doors is to electrify the floor. Unfortunately Wolfie has had a slight accident



level. Each character has their own strengths and weaknesses, for example Cyclops has a mean attack but he isn't too good at jumping. Nightcrawler can move around and even teleport out of danger but his attacks aren't too hot. Wolverine on the other hand is dead hard and manoeuvrable and generally good all round.

The designers of the game have tried to make the game as original as possible, keeping within the boundaries of the limitations of the licence i.e. not letting the X-Men die, and the result is a highly polished and

incredibly challenging title. Having briefly played an early version it comes as no surprise that this is just as hard as the previous Sega game but it has more levels, more characters and is more challenging. Also a curious quirk means that you have to play through the first level before the title screen appears. Whether this feature will remain in the final version is another matter altogether. Stay tuned for next month's mag when we'll give you the full run down on this promising title.



Talk about ominous



(Above) I don't know who this woman is but she looks very tough to me

(Right) Cyclops vanquishes yet another foe in the name of truth, justice, and the other thing that I've forgotten

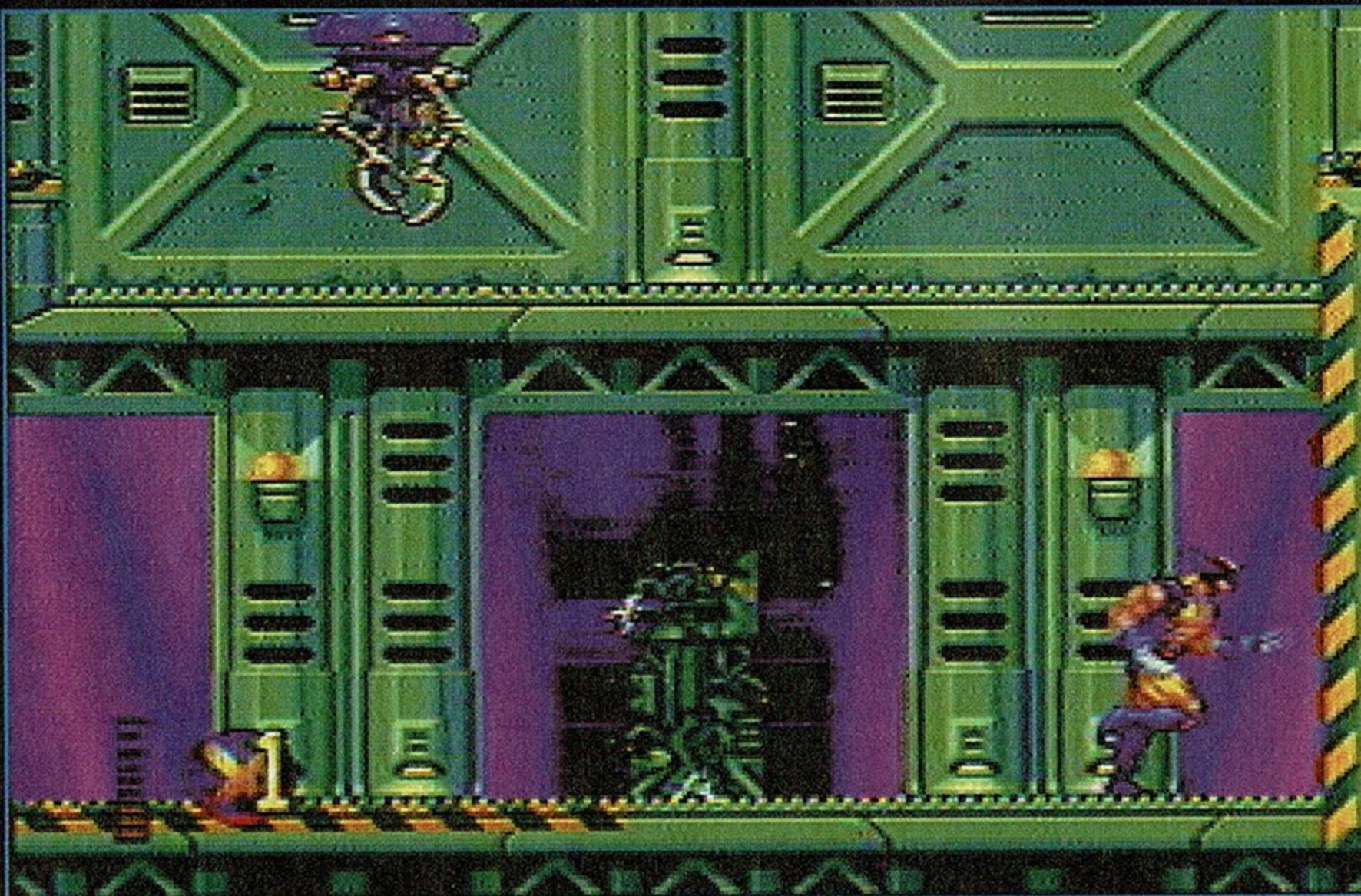
(Below) If things look like they're getting too rough, run!



Gambit takes a rest as Wolverine runs for his life



This Beast bloke is so hard he dents the floor when he punches it



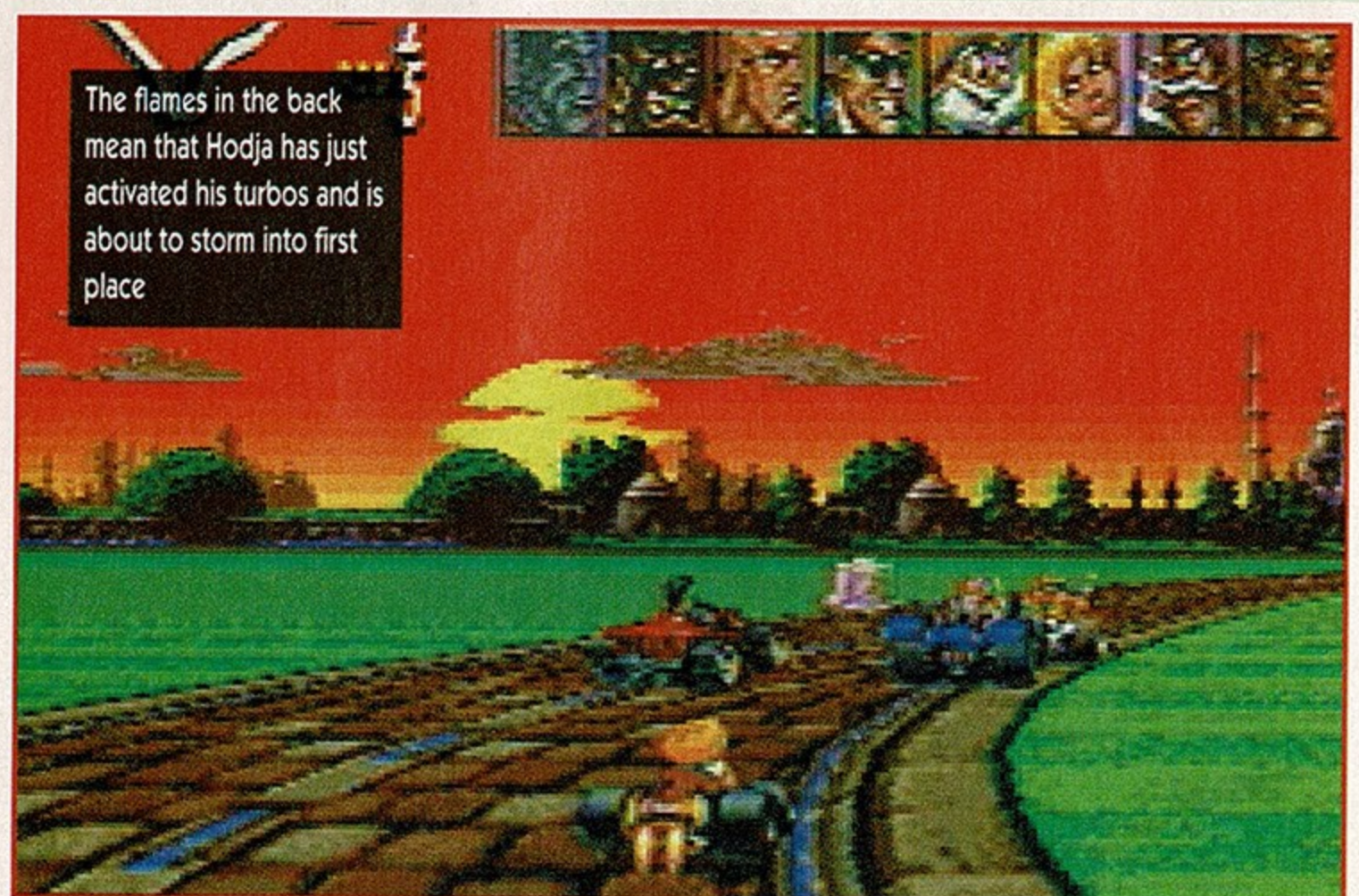
Nightcrawler's amazing teleport abilities can often save him from trouble like this

STREET RACER



Who needs SVPs or 32Xs to produce excellent racing games? Not Vivid Image, that's for sure

Six months ago if you asked a SNES owner what their favourite racing game was there would only ever be one answer - Super Mario Kart. With fast, fluid gameplay and madcap two player antics this was by far superior to its contemporaries. Many games tried to take its crown and failed miserably. Mario Kart was king and always would be. A few months later the SNES world was rocked by the appearance of a new title, Street Racer. Ubisoft claimed that it was more fun than Mario Kart, had more depth, variety and originality, and they were right! Suddenly the favourite racing title of the moment was Vivid



Image's Street Racer. With simultaneous four player action the game turned out to be an absolute riot to play and Mario Kart eventually got consigned to the bin.

Having already won over the world of Nintendo Vivid Image have now turned their skilful hands to the Mega Drive. Having just finished developing the Mega Drive version of Second Samurai it was decided that they would undertake the awesome task of trying to recreate their superb game on the Sega format. Anyone that has already played the SNES version will know that the game relies heavily on the machine's infamous mode 7 which allows flat images to be



Senseless Soccer is the name, and it's quite apt too



The action has got a bit chaotic as all four players battle it out



Talk about manic. Four human racers battling it out on the football field



Suzulu is in a pathetic last place and with no turbos he doesn't really have a hope

spun and rotated quickly and easily. Unfortunately the Mega Drive cannot really cope with this sort of graphical mathematics and so it was decided that the Mega Drive conversion would be as close to the SNES version as possible whilst making the most of the Mega Drive's slightly limited capabilities.

HODJA RULES!

The result is one of the most enjoyable racing games I have ever seen and it even boasts features that the SNES version never had!

The main feature of the game is obviously the simultaneous four player challenges where the screen is split into four sections and all the players furiously battle it out to get first place. With 24 challenging tracks that get progressively harder it doesn't take a genius to work out that as with most multi player games the players will probably end up battling it out in the front room when someone has won too many races!

Each player has to choose one of eight characters. Each of these has their own



(Left) Raph may be a bit of a hot head but he still has a soft spot for Surf Sister, and who can blame him?

(Right) What's going on here? The Red Baron has decided to fly through Neo Tokyo



Each character has three different tracks of their very own. In this case this is Frank's place



To go faster you have to travel to the outer rim of the ring. Funny that, as in real life to catch people up in a circular arena you'd go to the middle. Oh well...

personality and all the cars handle differently. At this point I must say that Hodja is my favourite, and he's the best. The little Turkish chap corners quickly, moves fast and has the incredible ability

to turn his car into a flying carpet which soars up into the air! Other characters include Helmut the Red Baron, Frank who bears a striking resemblance to Boris Karloff and Surf Sister, A.K.A. Suzanne Mitzi. No doubt you'll eventually develop your own personal favourite, but

Hodja's the man for me!

In one or two player mode all eight racers compete and the computer controlled cars all have a very high level of artificial intelligence. They also

adhere to their personalities. Biff is a right trouble maker and enjoys fighting and using his special moves in order to beat everyone up. Raph on the other hand is a bit of a ladies man and so he

tries to impress Surf whenever possible. Other characters are friends who work as a team, like Sumo San and Hodja who supposedly admire each other.

After selecting characters it is off to the racetrack and this is where the fun begins. The programmers have managed to produce a system where each track is completely texture

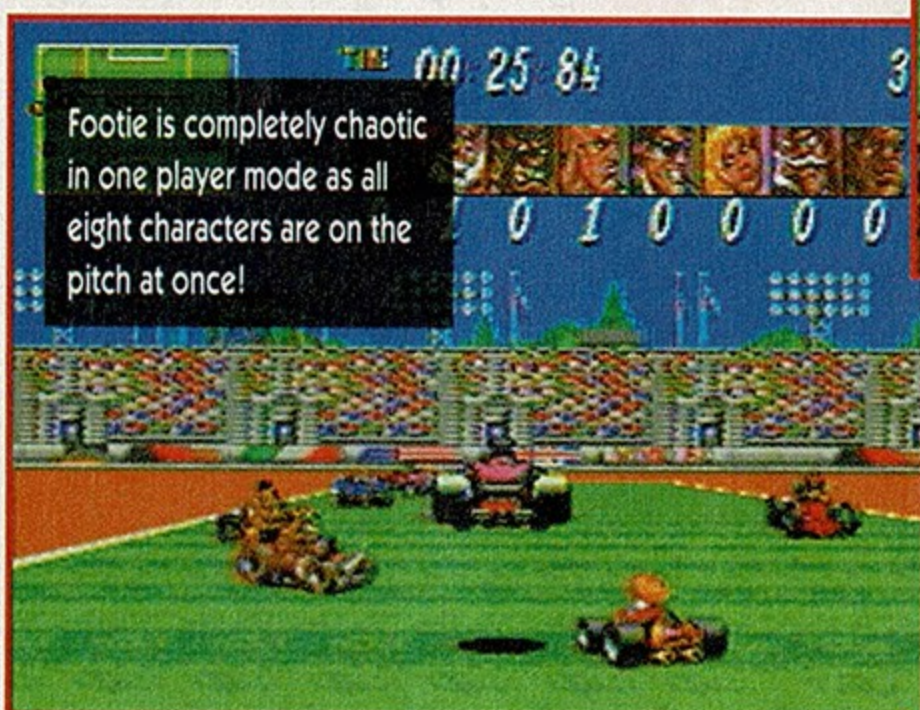
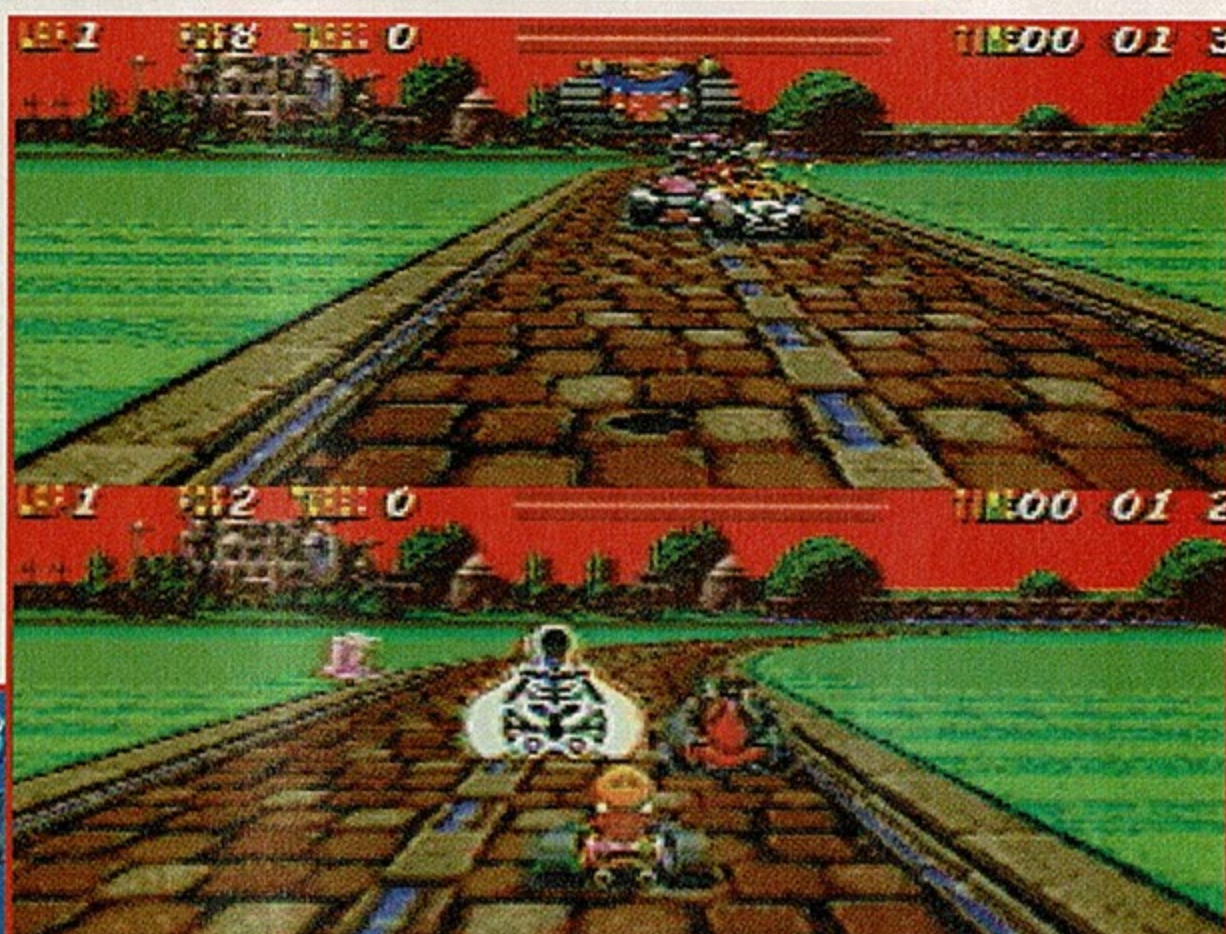
mapped which helps generate a real sensation of speed. Gone are the days where the only way it is possible to tell if a racing car is moving is because a line across the road flashes quickly. Here

looks like.. a superbly playable racing game which will give Micro Machines 2 a very good run for its money.



(Left) Suzulu's rear weapon gives him extra traction

(Right) In two player mode there is much fun to be had, with all manner of trickery going on



Footie is completely chaotic in one player mode as all eight characters are on the pitch at once!



Some of Frank's tracks are a right pain to get past, especially with three other people out for blood

(Above) Helmut has fallen prey to Raph's loud music as he's been blasted backwards at a phenomenal rate

(Below) You guessed it, the rumble can also be played by four players simultaneously and what a riot it is too

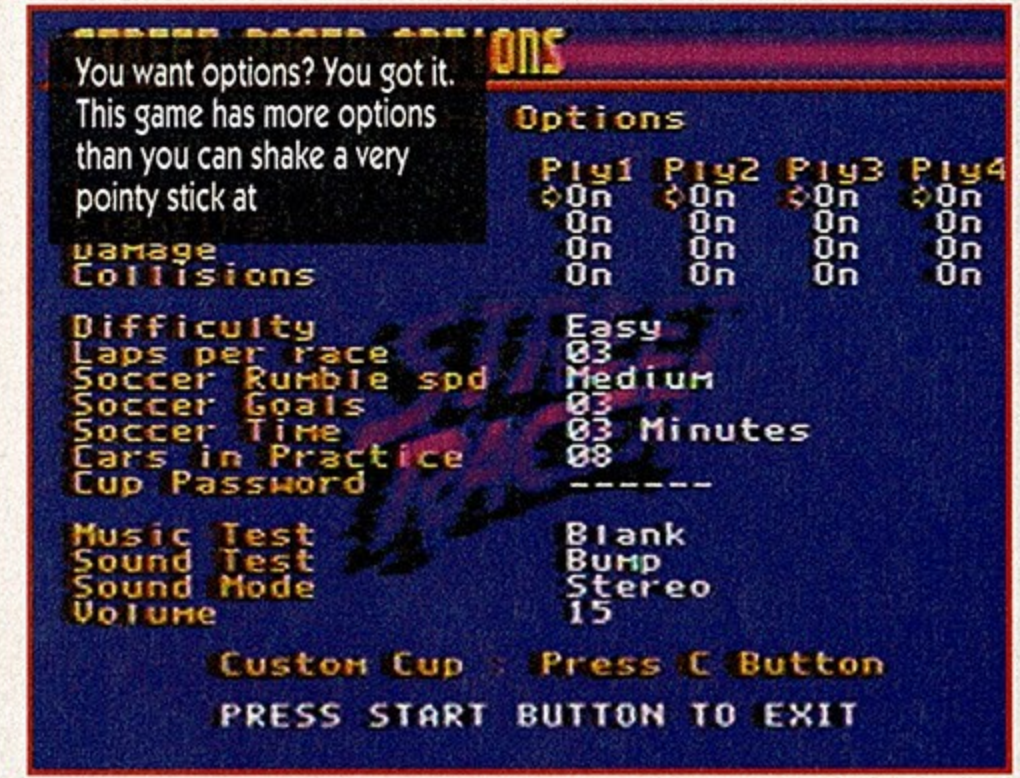


With a multi tap or EA four way up to four people can play at once!

PRESS START BUTTON



Indoor football can also be played



(Above) Practice makes perfect, as they say, so what a good job all the tracks can be practised on first

(Left) Can you believe they managed to get Suzanne Mitzi to be Surf Sister? I think it's time to arrange an interview to tie in to the review next month

the detailed patterns follow the roads as they twist and turn making it look as if your car really is travelling at high speed.

LONG LIVE HODJA!

It is possible to practice on any track at any time but the main challenges are separated into three different cups, bronze, silver and gold. Win the bronze cup and you'll be awarded a password giving access to the more challenging silver championship. Only the best players will ever reach the end of the gold cup. When they do they might even discover how to enter the secret stage... After finishing a race the whole thing can be watched over and over again using a unique action replay feature. From here it is possible to switch views between players using a number of different angles. As if all this racing tomfoolery wasn't enough there are two different sub games to play. The first is Senseless Soccer where all eight cars battle it out on the field using their special moves and generally battering hell out of the opposition in order to gain possession of the ball. When your player has the ball you have to avoid everyone else and try

to get the ball past the keeper. Easier said than done.

HODJA FOR PRESIDENT!

The second game is the rumble and is completely different from the rumble in the SNES game. Here the arena is a giant disk. The eight players all start off at different points on the disk and the winner is the one who manages to barge all the others off the side! When I heard that Street Racer was to be converted to the Mega Drive I was very sceptical but it really does look like Vivid Image have come up with a superbly playable racing game which will give Micro Machines 2 a very good run for its money.

(Right) Not only can Helmut turn his car into a plane, he has built in circular saws too. Talk about optional extras



(Below) Can Biff overtake the fantastic Hodja? Not a chance mate



The fat boy from the future flies high as he races on his own turf



It doesn't get any more exciting than this

STARGATE

It's film licence time again, and who is this stepping up to the oche? Acclaim! What a surprise.

Aclaim are the kings of the film licence. That's not to say that all there film licences are good, just that they always seem to be the ones to produce the game of the film. Well, this time they've decided that the latest Kurt Russell film, Stargate, is perfect for a Mega Drive game, and you know what? They might be right.

In case you haven't seen the film let me give you a quick run-down. It's 1920 and some ancient artefacts have been unearthed around the pyramids in Egypt. No-one can translate the hieroglyphics inscribed on them so they remain where they are. Now we're in the present day (that was quick) and they think that they've just about cracked it, although now the artefacts are kept within a military base for suspicious reasons.

GOLDIE HAWN

Enter famous archaeologist bloke James Spader who immediately

translates the inscription and opens a Stargate to another dimension. This other dimension is inhabited by aliens who live in the style of ancient Egypt. The military decide to send in Kurt Russell with a large atomic bomb and a squad of marines to save the day, and close the StarGate. When Russell and his team arrive they are treated as Gods which infuriates the resident hard bloke Ra. He decides to inflict extreme pain on the people and Russell and his men do the decent thing and defend the helpless. Ra gets even more aggrieved and decides to steal Russell's bomb and explode it back on earth having pumped up the power about 1000 times.

Enter player. You take control of Jack O'Neill (Russell) and must find your way to the evil Ra's temple and defeat him. So what game type is it? Blow me if it isn't a platform game by Probe! Although I might sound like a cynic there (might? - Rich), I do actually like platformers as long as they're good.



(Left) O'Neill can duck and shoot and do several other interesting things too. Oh I see the art editor has left me too much space again. I'd better tell you a little joke then. "Why do they bury Scousers twelve feet under"?

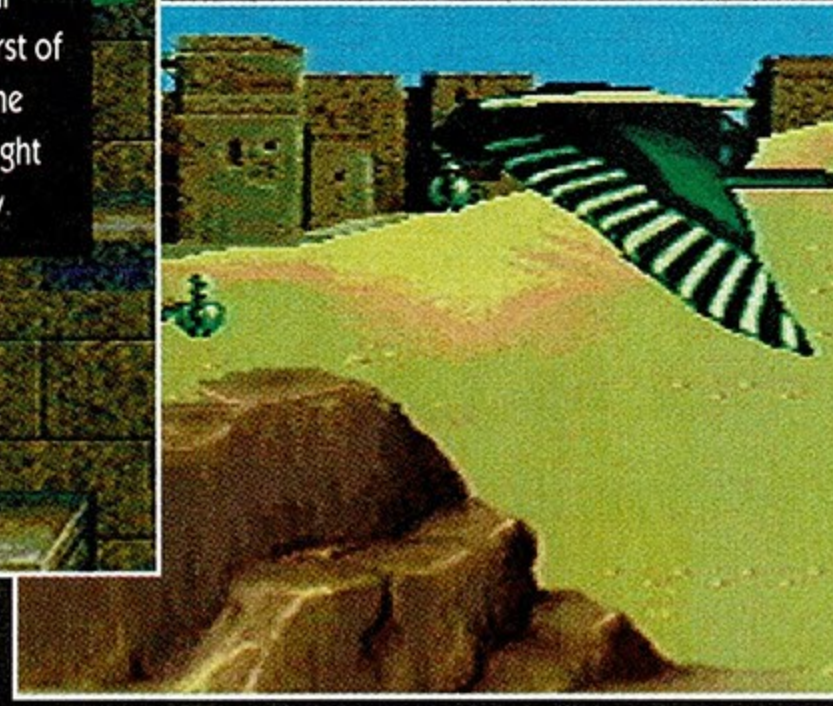
(Right) These blokes are really, really tough. They take about three grenade hits in the face before they die.

Anyway back to the joke. "Because they're all right deep down" Ho Ho Ho.





You can't kill Anubis at first of course, so he returns to fight another day.



Probe seem to have taken the best parts of their earlier game Alien 3 and added in elements from Flashback. What you now have is a bloke armed with both a huge gun and grenades who can climb on ledges and hang and etc.. You get the idea.

LAURA SAN GIACOMO

The game tries hard to follow the plot of the film and succeeds in most respects although a little artistic licence is used here and there (the character Anubis never appeared in the film). You run along killing huge monsters while completing specific tasks, such as collecting weapons for the aliens to defend themselves, or saving Daniel (James Spader) and the other marines

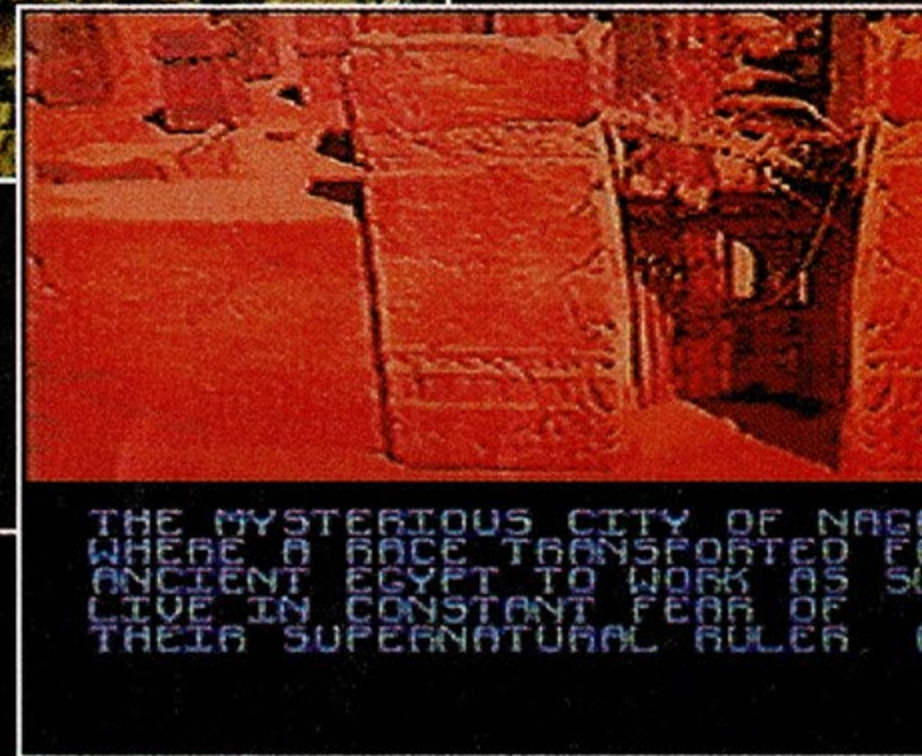
with health packs. The graphics look superb thus far, and the animation is on par with the best yet seen on the Mega Drive. O'Neill can run and jump, climb ropes, hang from ledges, duck and crawl, i.e. He's pretty versatile. There are a huge amount of enemies to defeat and each of them is also well drawn and animated.

So far the actually gameplay is very challenging and because of the variety of tasks you must perform it never becomes boring either. As to how the finished version will play, I guess you'll have to tune in again next month and find out won't you?

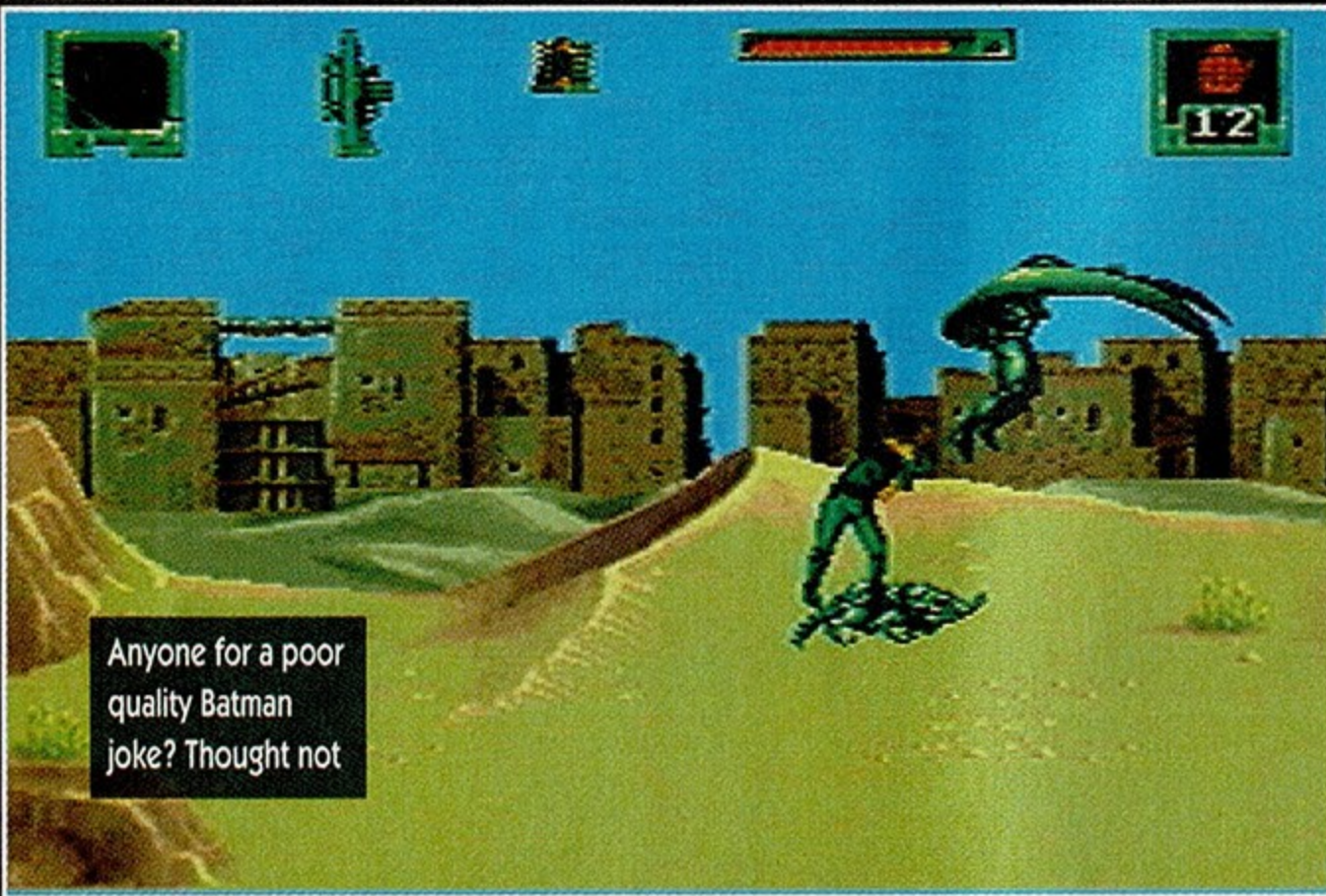


(Above) You can still throw grenades when hanging. A very useful trick indeed.

(Right) For those of you who've seen the film this nice digitised shot will probably bring back a few memories. For those who haven't, erm, tough.



THE MYSTERIOUS CITY OF NAG...
WHERE A RACE TRANSPORTED F...
ANCIENT EGYPT TO WORK AS S...
LIVE IN CONSTANT FEAR OF...
THEIR SUPERNATURAL RULE...



Anyone for a poor quality Batman joke? Thought not.



(Left) You can also shoot from ropes and the like.

(Below) This is Anubis. He is VERY hard indeed, and takes about twelve grenades before biting the big one.



O'Neill is a bit of an action man actually. All this rope-climbing, jumping, monkey bar-ing really takes it out of you.



FAHRENHEIT

Ever seen Backdraft and wanted to join the action? Now you can without the worry of getting your eyebrows singed

The life of a fire-fighter can be a strange one. I know, I've seen London's Burning. You'd be sitting there playing a game of cards or something when suddenly a bell rings and you're in the middle of a raging inferno. Having saved the building and many lives someone then tells you that your mate from the Carling Black Label adverts has just drowned and everyone is sad. Such is the life of a fireman I know I should really say fireperson but fireperson Sam doesn't quite sound the same does it? Postperson Pat? I rest my case. If you're thinking that I'm in a strange mood then you'd be right as I've just been playing Fahrenheit on the Mega CD and it is quite a peculiar game. The only similar game that I can compare it too is Night Trap but instead of killing monsters the aim of the game

is to save lives. Let's just hope the scare mongers at The Sun give this game as much coverage as they did Night Trap. All of the action is portrayed using surprisingly high quality FMV that takes up the whole screen. As a rookie fire-fighter the authorities want to test your judgement and so they've put you in charge of one of the crews. Let's just hope this isn't how they work in real life as when I was in charge there were quite a few disasters and senseless loss of lives, including my own.

PYROMANIA

The first mission is in a burning house. The owner of the house has managed to escape into the street but his daughter is still trapped inside. At first the fire looks easy to handle but wouldn't you know, the guy is obviously a complete



(Left) I hate to say this, but fire's don't actually burn like that



(Right) The underground passages are filled with fire traps such as this

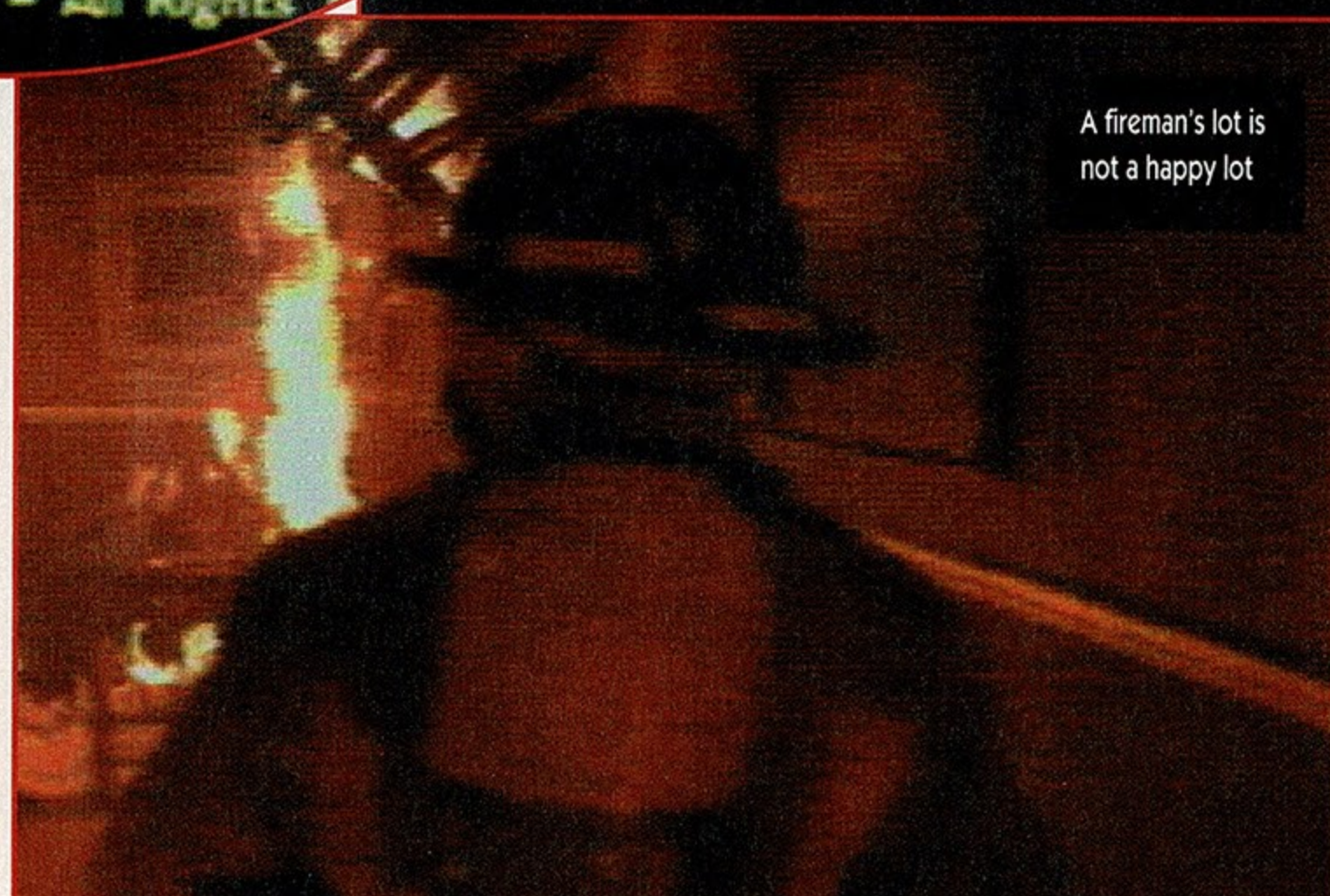


Oh look, a kerosene lamp. I have many of them dotted around the house

The second mission is set in an apartment block where some people are trapped



A timer counts down as you have to quickly make a decision



A fireman's lot is not a happy lot

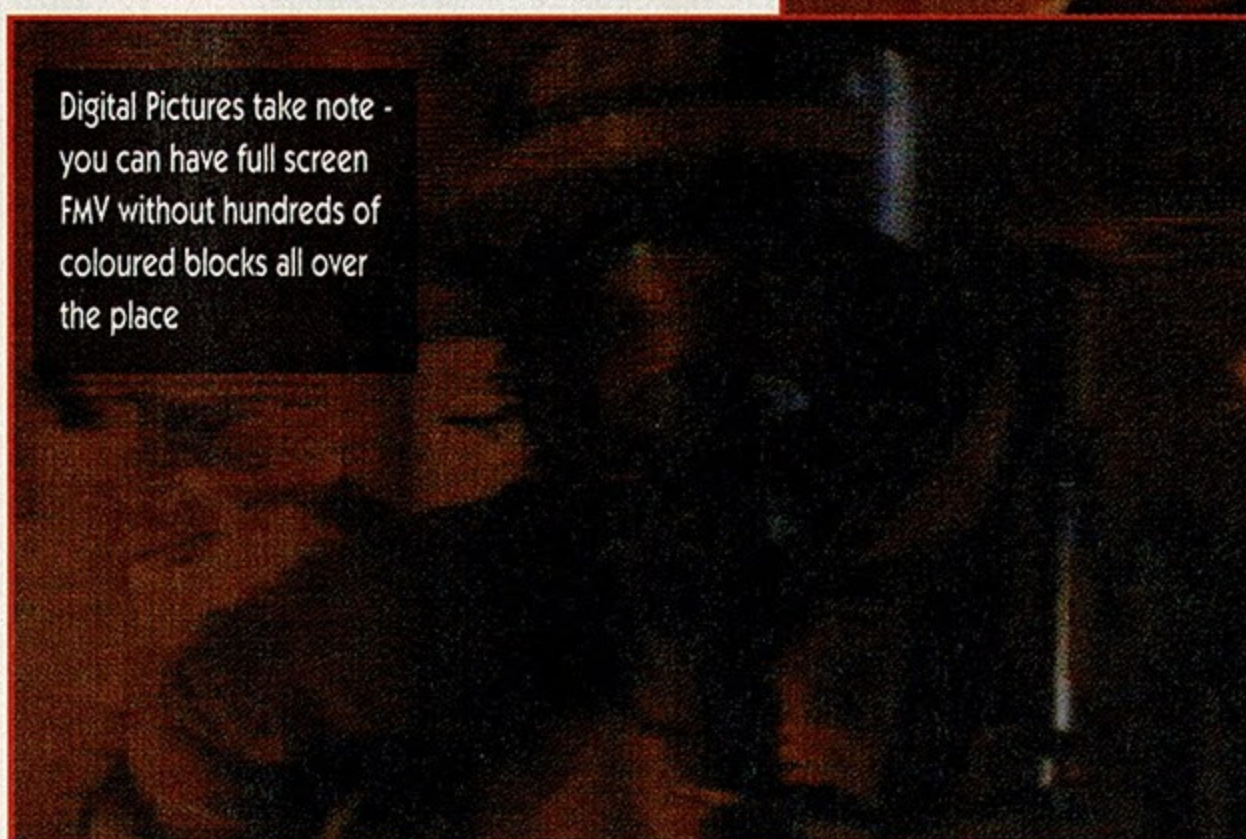


nutcase as he has left some kerosene lamps lying around and the gas oven isn't connected too well. After walking in the front door three different doors will be shown. by moving through the house and searching the rooms inside your crew will be put in many dangerous situations which means that any decisions you make could be the difference between life and death for you and your whole team. The main objective of the first mission is to rescue the daughter but first a safe escape route must be established. The stairs could give way at any moment, oxygen is getting low and all the signs indicate that one of the upstairs rooms is about to be turned into a giant fireball but which one? Is the daughter still alive? Quick thinking is the only way to get through as each scenario is against the clock.

QUADROPHENIA

After this mission it is off to the next where an apartment building is ablaze and one inhabitant is stuck inside. With not much time left before the whole place blows each room must be thoroughly checked out before progressing to the next. If all these tough missions are too

exciting then why not try the challenge mode? Here there is a series of tunnels under ground with flames jetting out of the walls when you least expect it. Using skill and intuition your task is to navigate the tunnels and find the bad guy causing all the havoc at the end and capture him. From what we've seen Fahrenheit looks like a new and highly unusual style of game but the question that has to be asked is about the game's longevity. If there are lots of levels with a few hours of FMV footage then it is going to be great but if there are only three or four levels then that would be another story altogether. Find out in next month's mag.



(Right) The torch appears after each decision is made

(Below) If things go wrong your fellow firemen are always ready to help



(Below) Fail and your friends will ostracise you



SENNA

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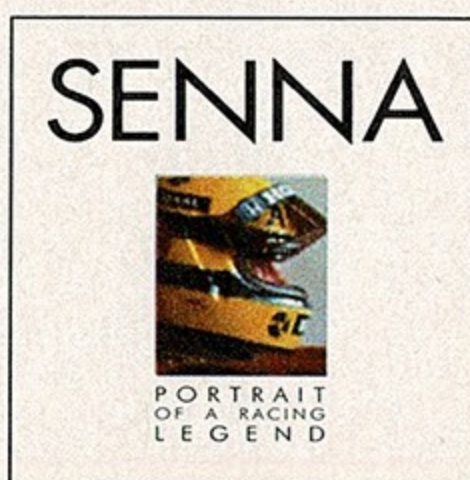
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THE BEST GAMES EVER?

REVIEWS

STORY OF THOR



LEE

What a hectic month Lee has had this month. When the lad is not working (which isn't often) there's nothing he likes better than to relax with a few chums in the local drinking establishment. Unfortunately this isn't always very easy as the little chap gets all excited and overdoes things. Not only is he a talented writer, but his singing skills know no bounds, much to the delight of the female audience who seem to fall into a trance every karaoke night. Oh, Lee has asked me not to mention the drunken brawlings, disappearing kebabs and indecent exposure, so I won't

MORTAL KOMBAT II 32X



RICH

Now I don't want you to get the wrong idea about us lot here because we're all nice respectable people really but last week Rich and Lee had a particularly heavy week hob nobbing with software types with many late nights, early mornings, and storming hangovers. The lads are normally pretty resilient chaps but they began to flag after a few days, so much so that when they decided to get an early morning coffee in McDonalds in Earl's court before trotting down to Sega they got mistaken for tramps! Time to sharpen up your act lads!

VICTORY GOAL



MIRIAM

What can be said about Miriam? For a start, she is completely mad. Do you know anyone that can make a cup of tea that tastes like coffee? Arthur C. Clarke would have a field day. By the way, Miriam was 21 last week and she'd just like to say thanks to everyone that sent her a card and blow a very big raspberry to everyone that knows her that didn't.. Doh! I meant to get one OK? No, I mean, I did get one but a savage dog killed me before I could post it. No, hang on, I was flying through Alpha Centauri to the post office when a bomb went off in my pants. No, erm, this alien...

ASTERIX	34
CRIME PATROL	56
M.K.II 32X	36
MOTO CROSS	43
NBA JAM T.EDITION	46
ROAD RUNNER	48
ROCK 'N' ROLL RACING	50
STORY OF THOR	52
VICTORY GOAL	40

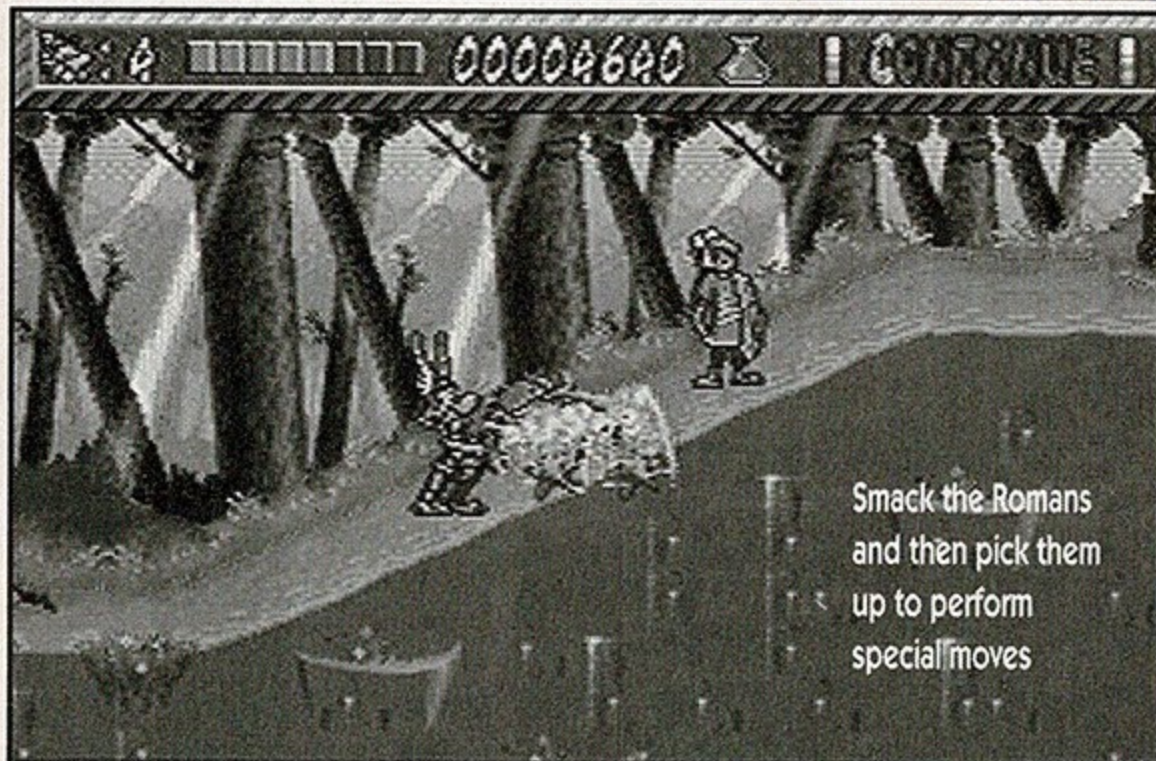
From: Sega
 Release: Mar/Apr
 Price: £44.99
 Levels: Tons
 Players: 1

ASTERIX

AND THE POWER OF THE GODS

The Frenchman in the papers at the moment is Eric Cantona, but one of the most popular French heroes is undoubtedly Asterix. He runs fast, drinks strange brews, and smashes people's heads in. Mind you, so does Asterix...

Asterix was first created around twenty five years ago and he is still popular today. To celebrate his birthday a new film has just been released with Craig Charles taking the starring role as Asterix's voice. Last year Sega released the first Mega Drive Asterix game and to be honest it was a complete nightmare to play. Now they have released a second game, this time developed by Core Design. The story revolves around the legendary shield that Chief Vitalstatistix always stands on when he makes important speeches. During a small battle against the Romans the chief lost his arms, including his sacred shield. Without it he



feels completely useless and will never be able to stand up against his oppressors without it. Time for Asterix and his portly chum Obelix to save the day.

At first glance Asterix And The Power Of The Gods looks just like a typical platform affair but in this case the gameplay also has a slight puzzle solving element too.

DU PAIN

For example, Vitalstatistix has an English friend who is being held captive in Laudanum. Unfortunately only Romans are allowed in so Asterix and co. can't save him. Luckily three different pieces of traditional Roman costume can all be found in the nearby villages, but they are all locked away at the top of some towers. The only way to get in is to fight the defending Centurions, use your platform skills to find the hidden switches and then work out exactly how each switch affects the level.

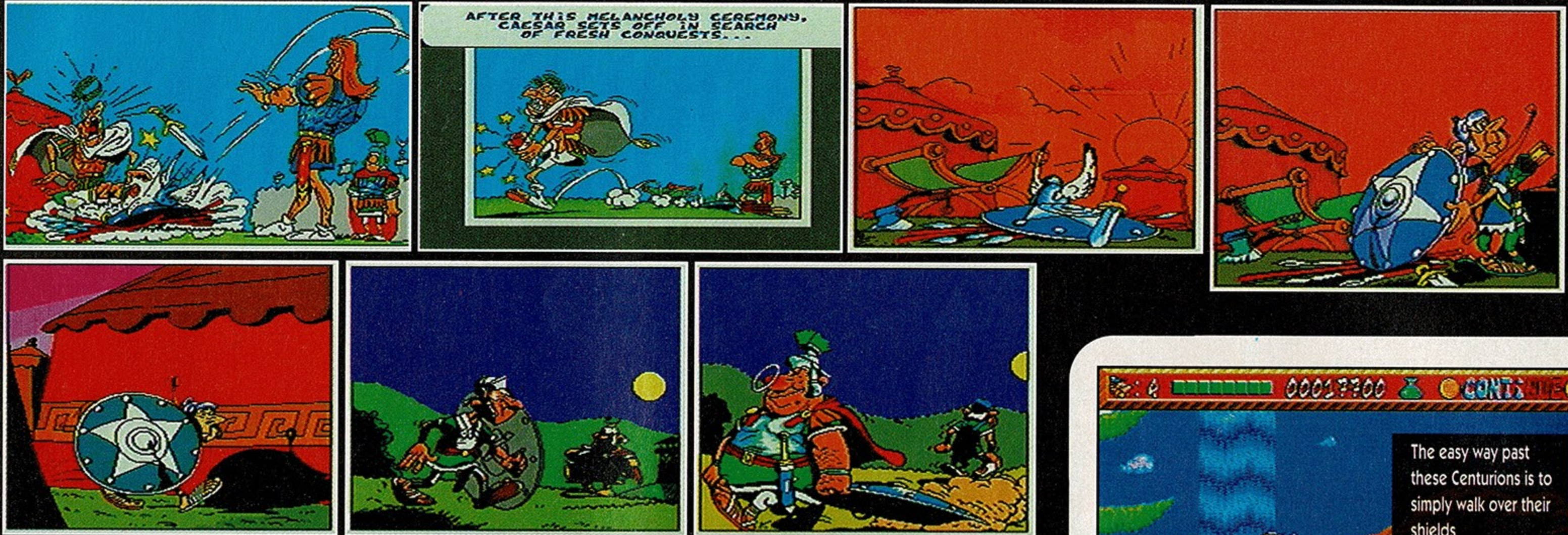
Sounds easy? Well, it's not because you can't get in the camp containing the third costume item either, so you'll have to find another way in. This is done by bombarding the wall with a catapult but first the catapult has to be found, the fire around it has to be extinguished and you also need some means of cutting the rope!

DU VIN

These sort of puzzles aren't exactly

A FUNNY THING HAPPENED ON THE WAY TO THE FORUM

The lengthy intro sequence tells of how Chief Vitalstatistix lost his legendary shield to the Romans and how the shield passed from hand to hand and eventually became lost somewhere in Europe. This is the setting for the game as it is down to Asterix, Obelix and Dogmatix to get it back



what you'd call mentally taxing as they are all quite linear but they do make a refreshing change as opposed to the usual run of the mill platform game where all you have to do is run right. Having established that even a person with the lowest I.Q. could solve most of the puzzles here it is time to talk about the rest of the game, especially about how hard it is. Asterix doesn't have many lives but these can be stocked up on by finding a chest with an extra life in, leaving the level and then going back to the chest again. It's quite a long winded process but it is the only way to stay in the game. It is possible to get a continue by spelling out the imaginative word 'Continue' at the top of the screen. Collect an unfeasibly large amount of coins and you'll eventually earn a letter.

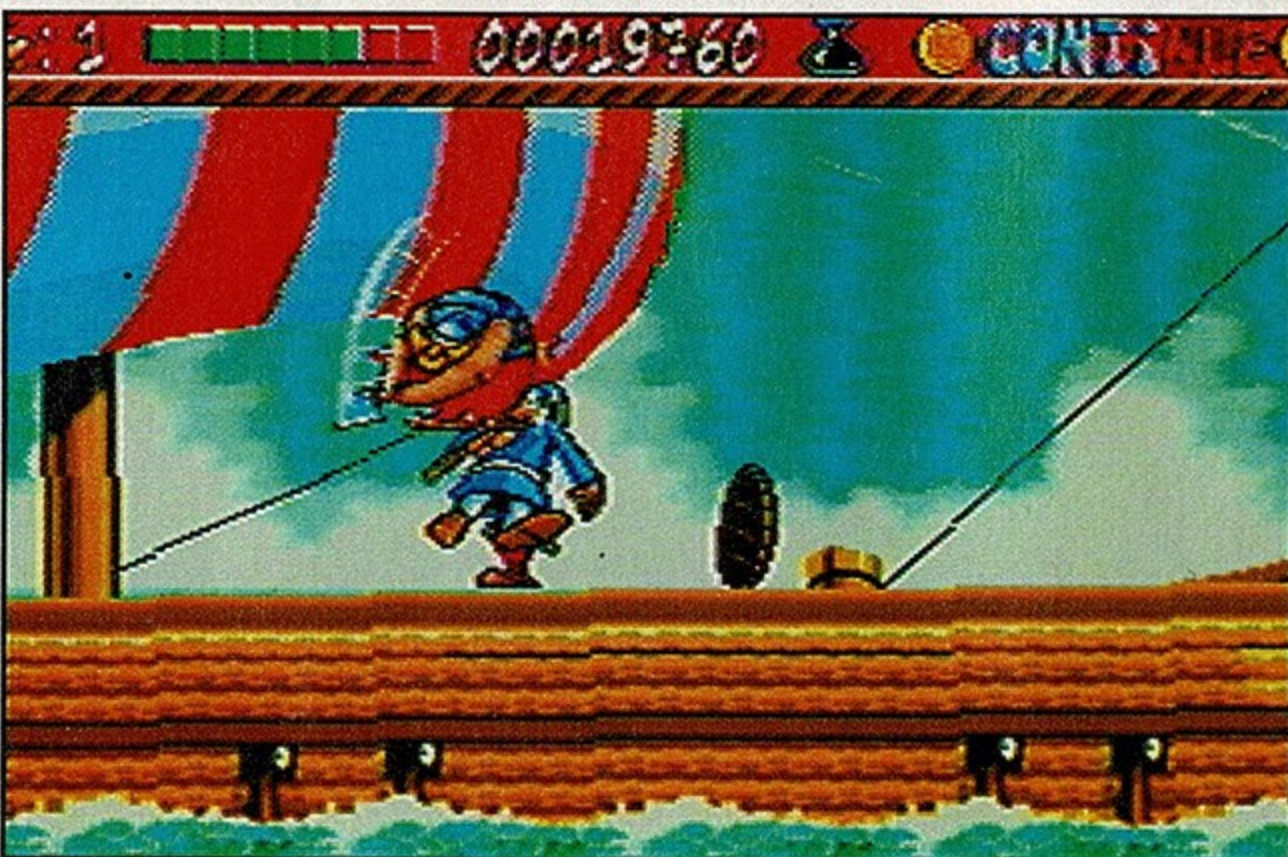
Get all eight letters to win a continue. Needless to say this could possibly take longer than the rest of your natural lifetime.

DEWHURST THE BUTCHERS

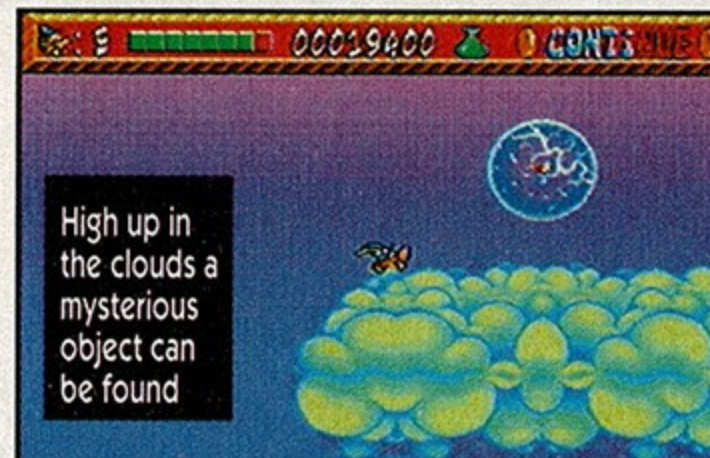
Some of the levels are annoyingly hard and even though Asterix and Obelix have energy bars some of the enemies can kill them outright which is a bit unfair if you ask me. As for the pirate ship level, well, I'm not saying it's hard but the chances of anyone finishing this level are about the same as the chances of me going to bed with Cindy, Claudia, and Naomi, and having them ask for more in the morning. On the whole Asterix is an above average platform game that captures

the feel of the comics quite well. The special moves are typical of his animated antics and the ability to change between Asterix and Obelix is quite novel. I must also point out that the music is superb. Twenty classical pieces have been fully recreated here and they sound wonderful. It's just a shame that the rest of the game isn't up to the same standard as the music.

(Below) Find the Fakir and he'll take the lads off to India



Now this bit is hard. Pirates come swarming from all directions and Asterix has a job to fend them off



76 PERCENT

"Average in a sort of average sort of way"

Paul Uwood



GRAPHICS	7	GAMEPLAY	7
SOUND	9	GAME SIZE	8

From: Acclaim

Release: Out Now

Price: £59.99

Levels: N/A

Players: 2

MORTAL KOMBAT III



**The most controversial game of all time has risen from it's grave
once more...**

There are two schools of thought when it comes to Mortal Kombat. There are the people who reckon it is so good that it is even better than life itself because of the digitised graphics, sound, and of course the Death Moves. Then there are the people who reckon that even though it looks good the playability is severely flawed and have since consigned it to the bin. Personally I'm a Super Street Fighter man myself (let's forget about Virtua Fighter on the Saturn for the moment). It may not have the graphics of Mortal Kombat but it beats the pants off it in the playability department which is what is important. I'm not the only one who thinks this way, and as I am sure you are aware we have had many letters over the last six months from people expressing their own opinions on the subject.

BAD TASTE

I have come to the conclusion that people associate gore in games with playability. As far as I can see this is the only reason why the original Mortal Kombat was successful because the playability was abysmal. Admittedly

ripping someone's head off at the end of a fight does give a sick sense of satisfaction, but it doesn't make the game any more playable.

"So why do you rate Doom?" I hear you cry. Well, the answer is easy. Without the blood Doom would still be a damn fine game. Anyone that has ever played Midi Maze on the Atari ST will know exactly what I mean. That was very simple and involved chasing people around a 3D maze and was incredibly atmospheric. The gore in Doom enhances a game that is already incredible, whereas the gore and digitised sprites of Mortal Kombat were the game's only selling points.

Then along came MKII which was far superior to the original, and was more playable too, but it still had some fundamental playability flaws. Visually it was stunning, the player sprites being the best ever seen in the arcades as

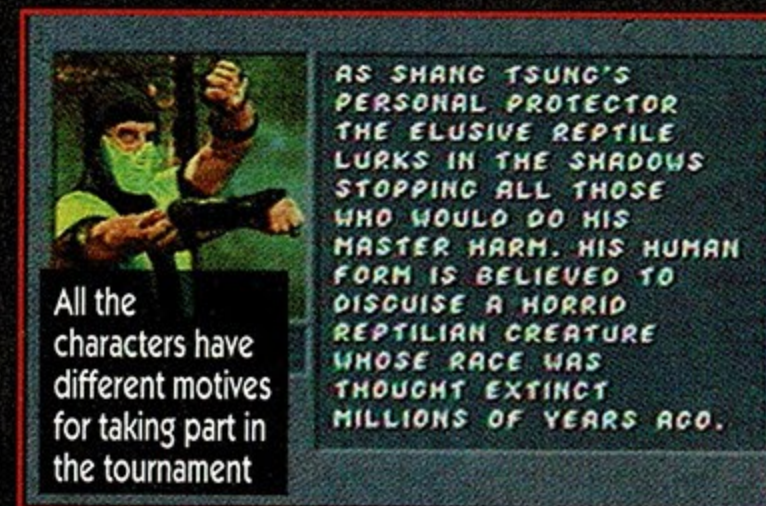
that point. The gore was stepped up severely and many more Death moves were implemented. Some of these are in very bad taste but they are all dead funny for the first couple of times.

Another difference was the addition of Babalities and Friendships. At the end of each fight it was possible to become all matey with your opponent and make peace with them, or you could magically transform them into babies! The end result was an enjoyable arcade game that was completely over the top in every way.

All in all, Mortal Kombat II 32X is a perfect arcade conversion

BRAIN DEAD

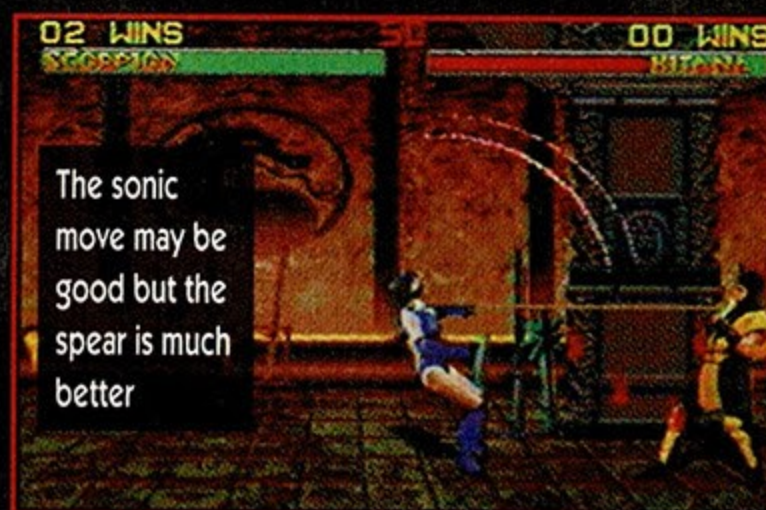
The Mega Drive version was a competent conversion but it suffered badly when compared to the SNES as it lost in graphics quality and in the sound department. The 32X version of the game is intended to make up for this, being the definitive arcade conversion. It has all the animation and sound found



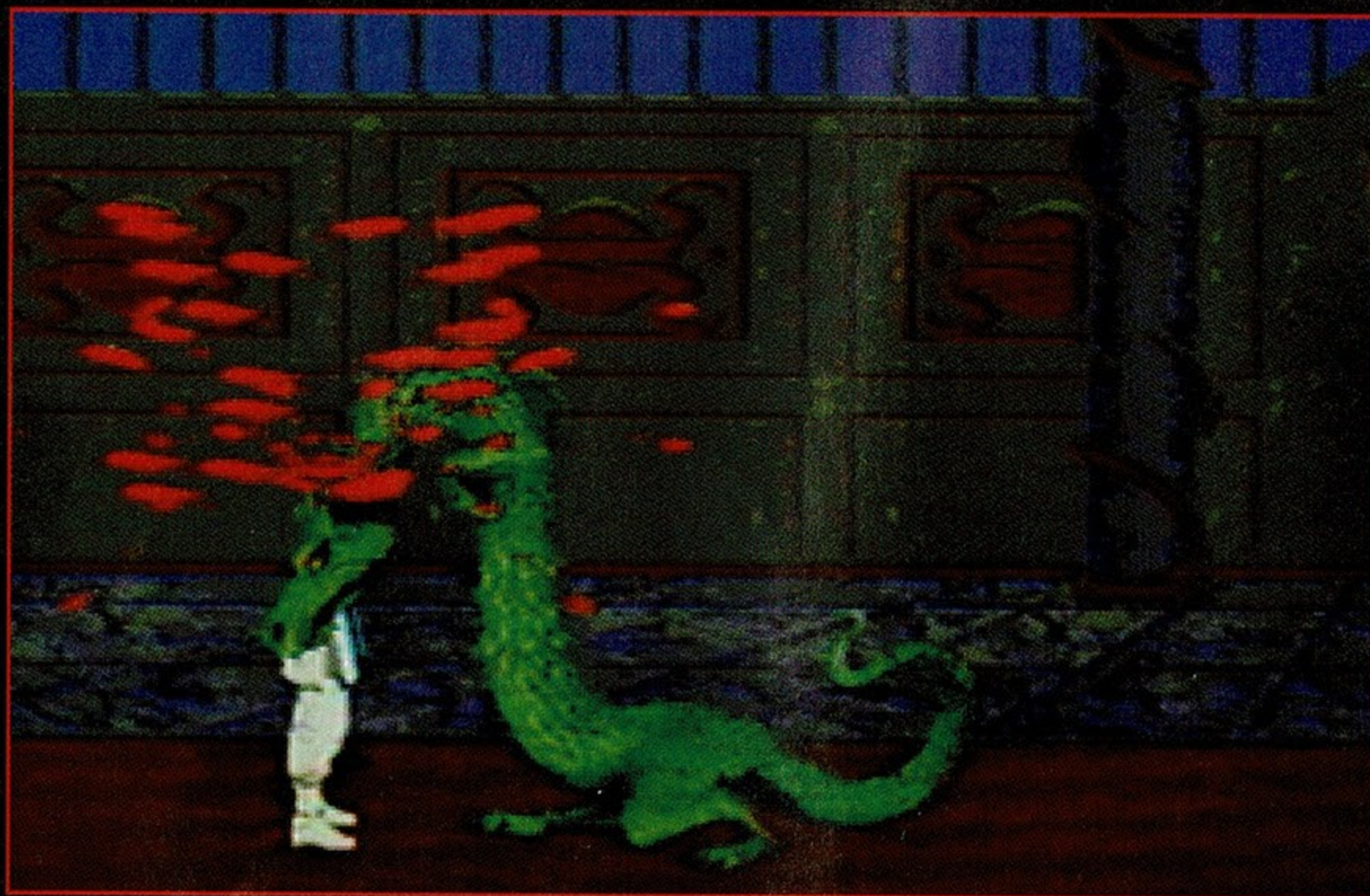
All the characters have different motives for taking part in the tournament



(Above) That's what you get if you eat too much Ready Brek



The sonic move may be good but the spear is much better



(Above) One of the secret characters can be accessed from the portal

(Left) Liu Kang has quite a nasty alter ego



All those familiar faces are back again



Rub in the fact that you are better than someone by doing it flawlessly



An epic projectile battle ends in both players getting severely hurt

in the arcade version and is the closest you will ever probably get to playing the arcade version in the privacy of your own home. Whether this is a good thing or not is another matter. For a start, it just isn't as playable as Super Street Fighter (and before you think of writing in protesting remember the expression "get a life" and trust me that I'm right). My reasons for saying this are as follows.

Firstly, a lot of the characters can be beaten by constantly repeating certain tricks and special moves. I managed to get over half way into the game just by performing one move over and over again. Secondly, unlike SFII it isn't possible to perform amazing combinations. Admittedly some moves can be charged whilst performing others but this isn't quite the same as Guile's fierce four hit combo or Ken's seven hit flaming dragon punch (You sad git - Lee).

FANGORIA

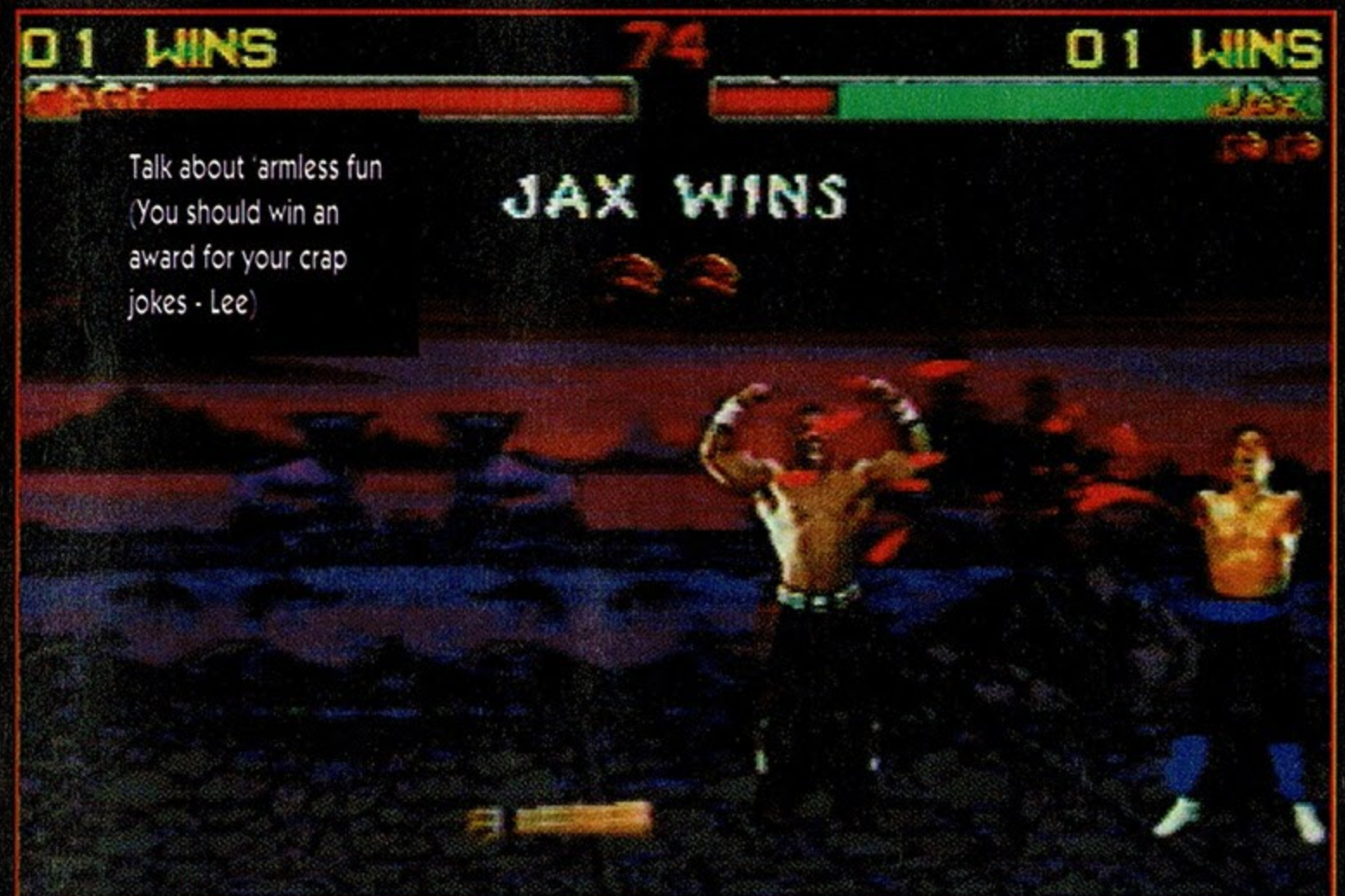
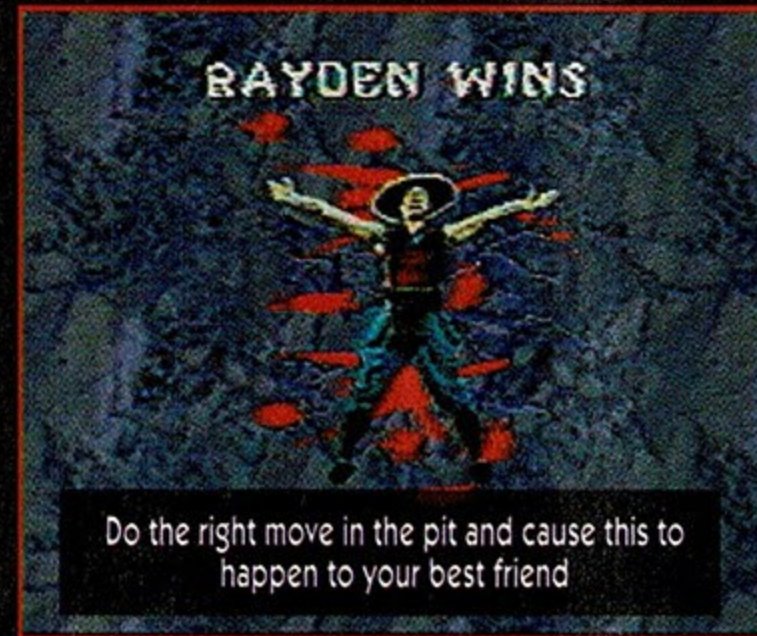
Having said this, if Mortal Kombat is your thing then you will simply adore this. This is the best version possible on the 32X. All the speech is here, with Shao Kahn (wasn't he in the Jungle

Book?) announcing all the players as they win their respective rounds, and all the various screams, grunts and groans are included too. Raiden even finally gets to perform that ridiculously long scream as he does his torpedo move. The secret characters have all been implemented too, namely Jade, Smoke and Noob Sairot. Mind you, most people will never find them, and that annoying bloke that pops up and shouts "Toasty" is still here. All the other little MK secrets have also been included, and there's no reason that they shouldn't as they were all in the cartridge version.

Graphically the sprites are better defined using the 32X's higher resolution and better colour palette. This makes the game seem crisper. The backgrounds are generated by the Mega Drive and not the 32X so they look the same as ever but with the improved animation and clearly defined sprites the improvements are plain to see.

GOREZONE

All in all, Mortal Kombat II 32X is a perfect arcade conversion. If you liked the arcade then you will like this, and if



THE STORY SO FAR...

Shang Tsung was the big boss in the first game, but it turns out that he held the first competition to appease Shao Kahn, a powerful god. Having failed he was about to be killed when he hit upon the idea of luring all the fighters to the underworld in another competition where Kahn could claim them for himself

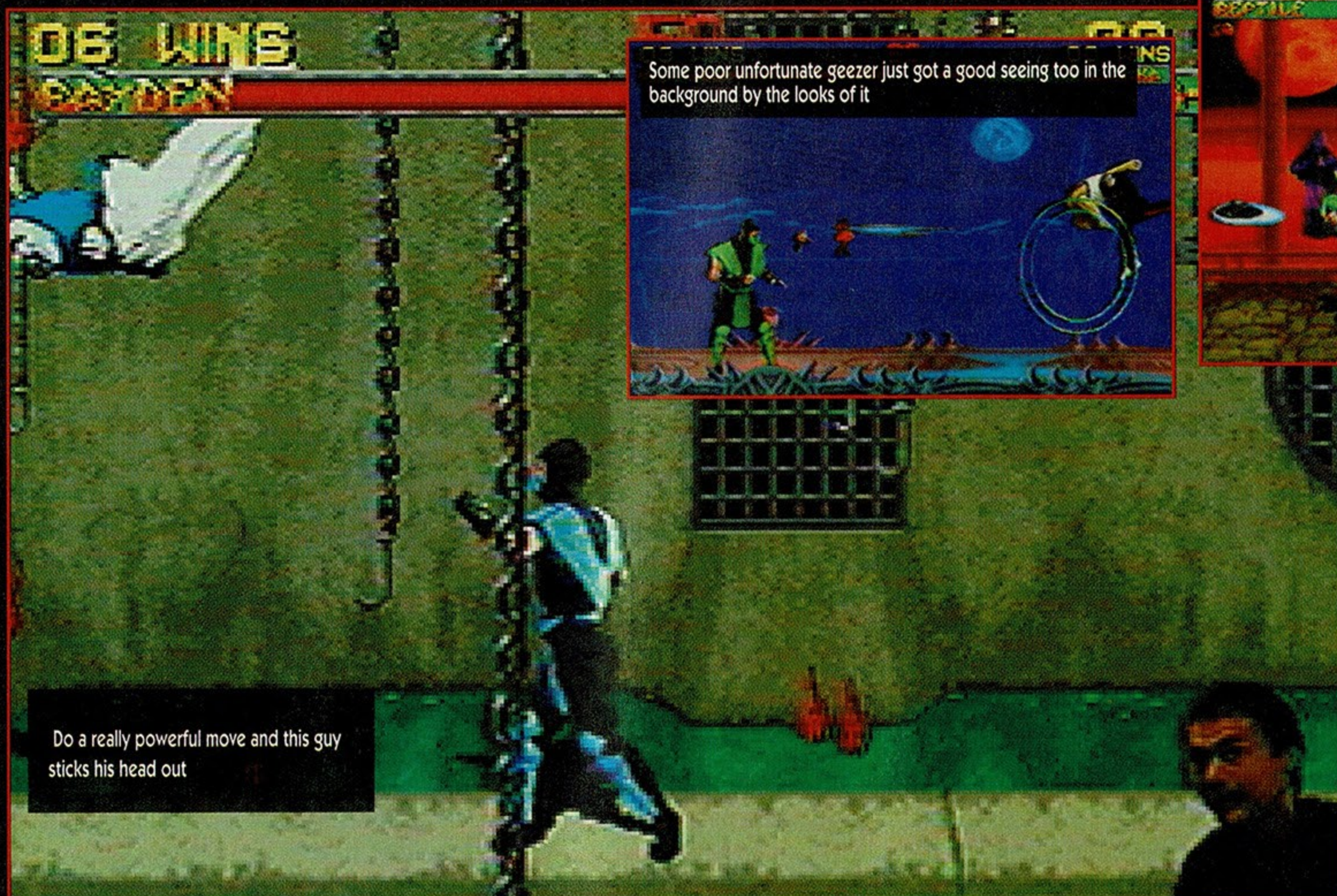




Pit and spike fatalities have also been put in



The Mega pantomime team proudly present their production of Babes in the Wood



Some poor unfortunate geezer just got a good seeing too in the background by the looks of it

Do a really powerful move and this guy sticks his head out



Hat's the spirit...

you didn't, you won't. Mind you, most people who liked the arcade will have already bought the cartridge version and the differences between that and this aren't significant enough to warrant spending another sixty odd pounds on the 32X version. MKII32X is aimed solely at the fighting fans who have bought a 32X but don't own the cartridge version already. The only other beat'em-up available on the 32X at the moment is Cosmic Carnage, which is good, but this is far superior in every department. It isn't a vital purchase but MK fans will love it

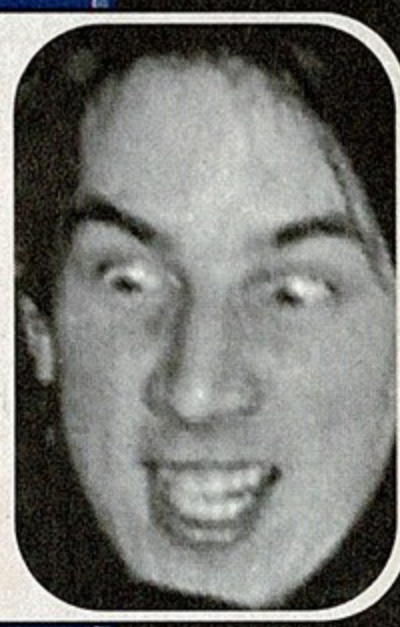


(Above) Will you be my friend?

84 PERCENT

"A perfect conversion of the arcade hit"

Paul Ulevick



GRAPHICS	8	GAMEPLAY	7
SOUND	9	GAME SIZE	7

Rank	Team	10	10	10	10	10	10	10	10
1	グランパス	10	10	10	10	10	10	10	10
2	サンフレッチェ	10	10	10	10	10	10	10	10
3	ヴェルディ	0-1	0-1	10	0-1	10	10	10	10
4	アントラーズ	0-1	0-1	10	0-1	10	0-1	10	10
5	ベルマーレ	0-1	0-1	0-1	10	10	0-1	10	10
6	スズカ	0-1	0-1	10	0-1	10	0-1	10	10
7	トヨタ	0-1	0-1	10	0-1	10	0-1	10	10
8	川崎	0-1	0-1	10	0-1	10	0-1	10	10
9	磐城	0-1	0-1	10	0-1	10	0-1	10	10
10	仙台	0-1	0-1	10	0-1	10	0-1	10	10
11	新潟	0-1	0-1	10	0-1	10	0-1	10	10
12	ジェフ	0-1	0-1	10	0-1	10	0-1	10	10

It may look like a load of gibberish but this is the results of the J-League so far



Grampus Digby **FW**

リネカー **FW**

12

生年 1960 / 11 / 30 出身 トットナム

HOME TOWN

Whose this geezer then? Looks like a nice bloke if you ask me

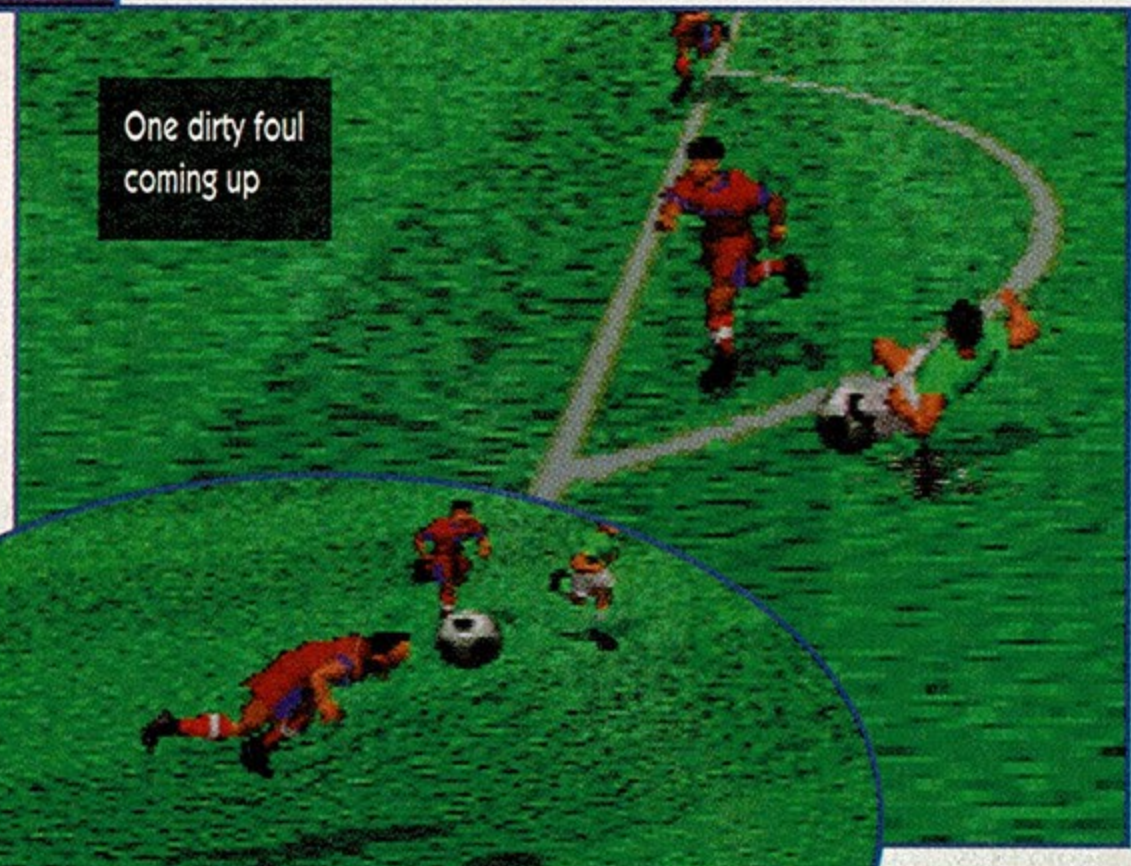
passing, crossing and chipping some fantastic goals can be scored. Unfortunately it doesn't seem possible to put aftertouch on the ball which is always a useful feature.

MR NICE GUY

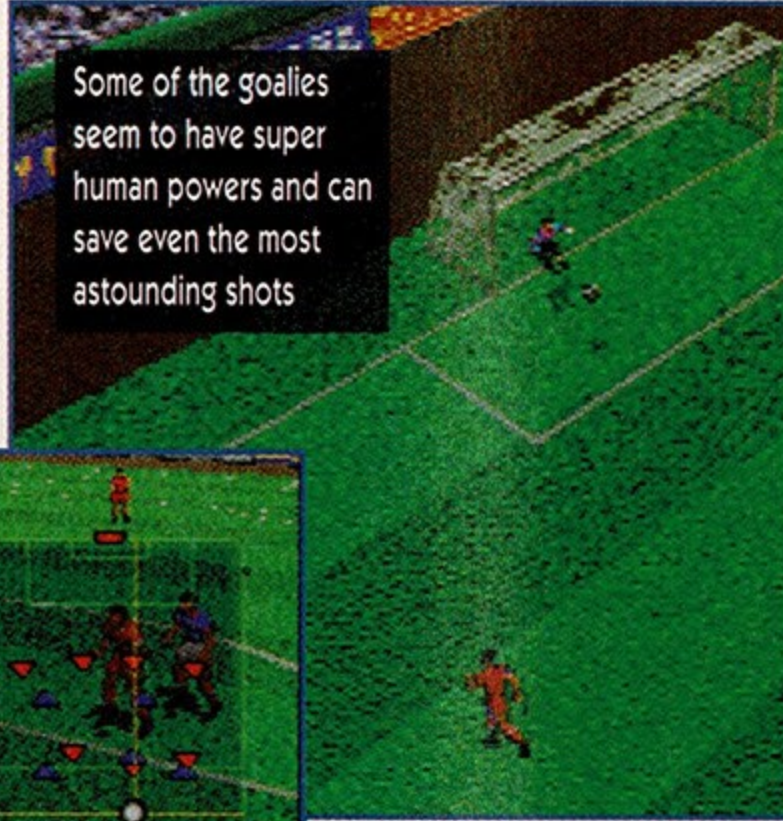
Graphically Victory Goal is stunning. The detail on the players when the camera is close up is incredible. During the game the pitch can be scaled and rotated in order to see as much or as little of the field as possible. Victory Goal isn't exactly the best football game ever but the overall presentation of the package and the wide range of multi player options make

this a must for any Saturn owning football fans. It seems that anyone that wants a copy of this will have to get it on import as it seems unlikely that this quality title will ever see the light of day in English, but if someone took the time to reprogram in English teams and digitise some crowd chants then it would be a storming success.

(Above) These are the twelve teams in the game. Wouldn't it be a good idea if the players were replaced by the team mascot animals instead? I think so



One dirty foul coming up



Some of the goalies seem to have super human powers and can save even the most astounding shots



(Left) The many options include the ability to turn a radar on and off which is very handy when playing with the camera close up



(Top Left) What a blinding header. I say that because the guy doing it actually lost both eyes in the process

(Left) It's the kick off, and it's not very exciting



On the head mate

92 PERCENT

"One of the best football games ever"

Paul Uwood

GRAPHICS	9	GAMEPLAY	8
SOUND	9	GAME SIZE	7

From: Sega

Release: March

Price: £59.99

Levels: 15 Tracks

Players: 2

MOTOCROSS

The 32X is the future of Mega Drive games

The 32X has been out for a good few months now and it was a total success over Christmas. Many young gamers were overjoyed to wake up to the joys of Doom, Star Wars Arcade and Virtua Racing. These three excellent games all received the good write ups that they deserved. These have recently been followed by Cosmic Carnage, Super

Space Harrier and Afterburner, all of which were above average but didn't really show the power of the 32X as well as they could have done. Lets face it, the only really decent 32X game this year has been Metal Head, a challenging and enjoyable robot romp. Now we have Moto Cross Championship which is, quite frankly, a big disappointment.

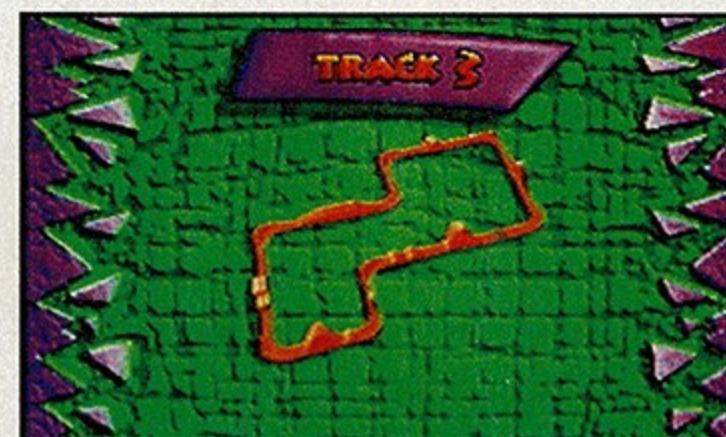
Basically Moto Cross is Road Rash in a Moto Cross arena without the weapons. The aim is to race around one of fifteen arenas on one of the three styles of bike and try to win as many races as possible.

BUY ROAD

The computer racers are fairly intelligent, always managing to catch up, and even though you can punch them around a bit the game never seems to get as exciting as Road Rash or, dare I say it, Super Hang On (remember that?).

To my knowledge the only other motor cross game in existence is the classic Enduro Racer down in the arcades all those years ago, and the only reason that it was any fun was because you had to sit on a massive bike and could pull wheelies on it.

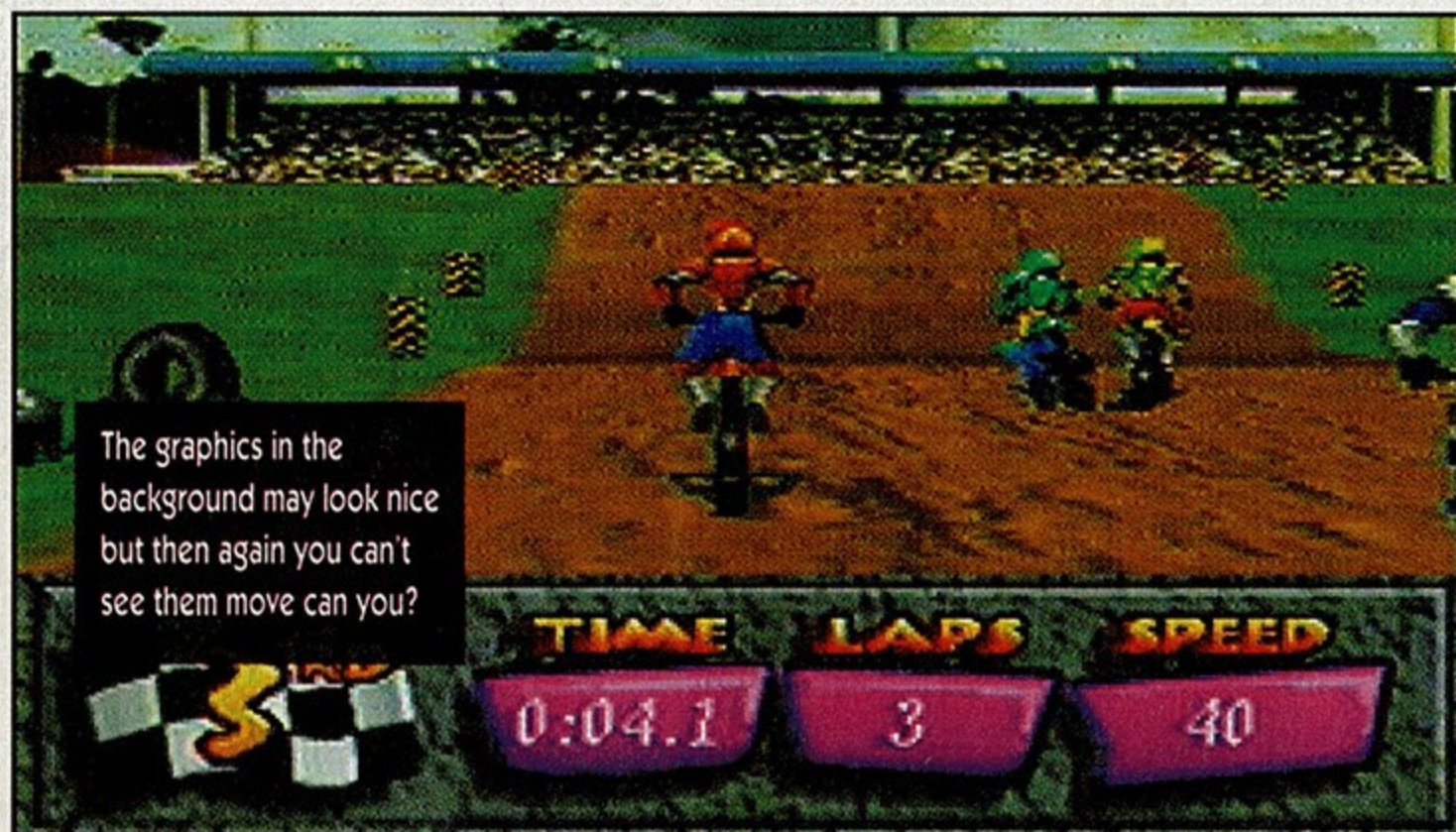
Moto X on the 32X is completely different because even though the racers can jump miles up in the sky and try to pull off spectacular stunts it fails in



(Above) All the tracks are shown before the race like this one here

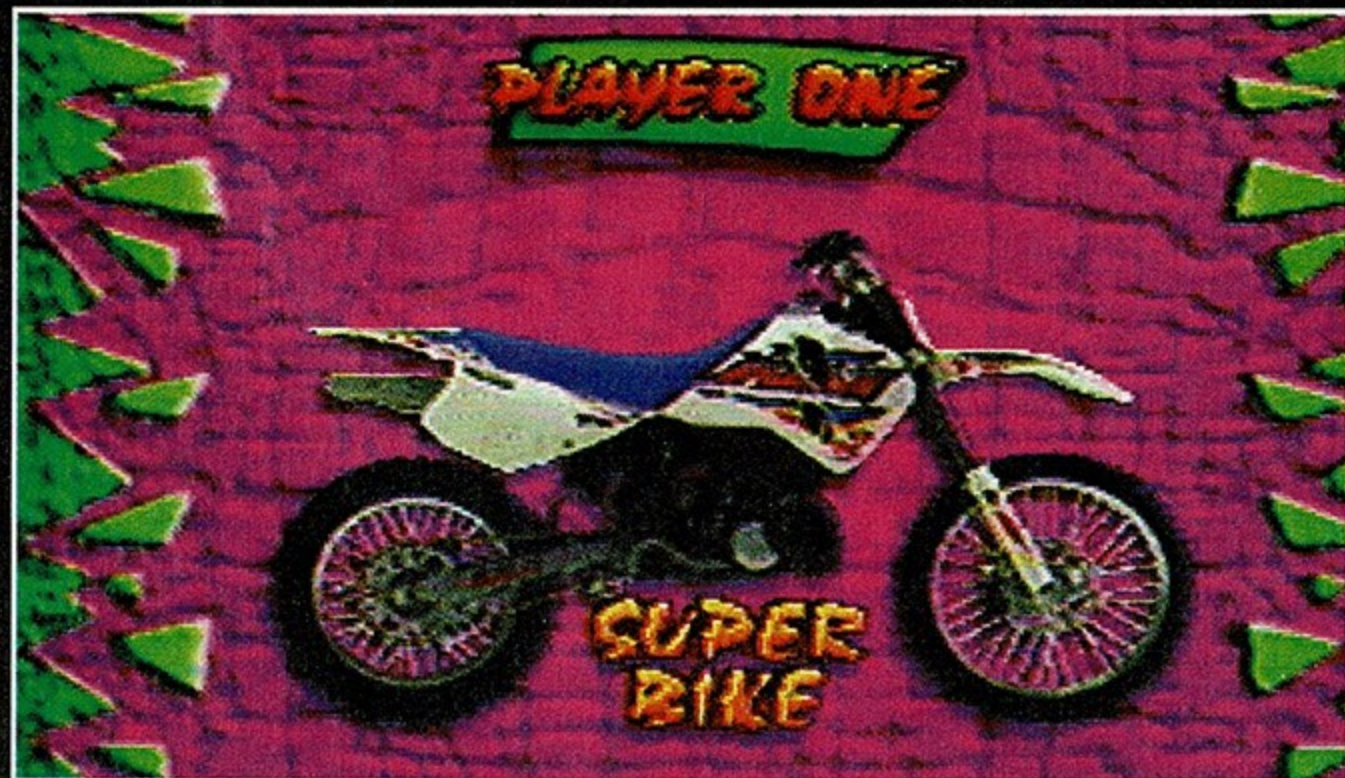


(Above) Two player fun can be had even though the graphics are a bit on the teeny side



KICK START WITH PETER PURVES

Good old Pete. He likes his trial bikes, doesn't he. After falling from the ranks at Blue Peter he rebuilt his career by commentating on the tremendously popular Kick Start by taking the mick out of people as they fell off wooden planks into ditches and by generally talking about bikes like these three



CHAMPIONSHIP

g, or so they say. If that's true, what's this all about then?

every way to capture the excitement of this dangerous sport. Not much skill is involved and the most difficult part about it is avoiding the annoying mud patches that always make your player fall over after hitting them.

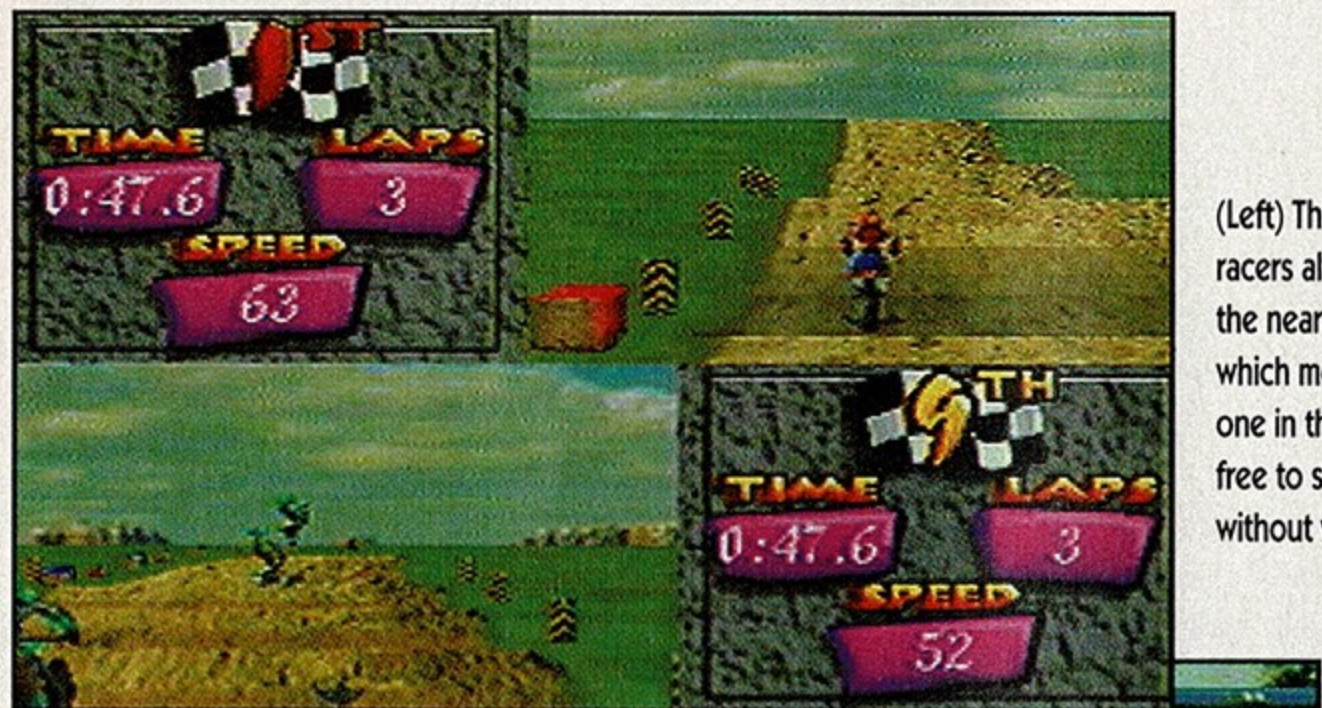
In two player mode things are more enjoyable. Using a split screen that looks virtually identical to EA's finest bike racer both players race their hearts out without any loss of speed and detail. As a budget game Moto X would be worth the cash but quite frankly £60 is far too much to fork out for this. The powers of the 32X are wasted on this game. OK, so the tracks are all texture mapped and the sprites scale as the riders ride off into the distance but so

what? Road Rash III is much better than this and the texture mapping isn't particularly impressive anyway.

RASH III INSTEAD

Unless you read the magazine Japanese style you will no doubt have already noticed the preview of Ubi Soft's Street Racer. Simultaneous four player action, texture mapped tracks (even though they are a bit flat), and furious gameplay on an eight meg cart for only forty quid. Admittedly it won't be released for a couple of months but Street Racer is far superior to Moto-X which in my opinion is a complete waste of time and an extreme disappointment. Anyone wanting to purchase a motor

cycle racing title should either invest in Road Rash III, wait for Kawasaki Super Bikes to be released, or hunt around in a bargain basement for Super Hang On.



(Left) The computer racers always hound the nearest player, which means the one in the lead is free to steam off without worry



(Right) Whilst trying to overtake I just got severely twatted and ended up on the deck



(Left) The 32X's scaling routines are used to full effect here



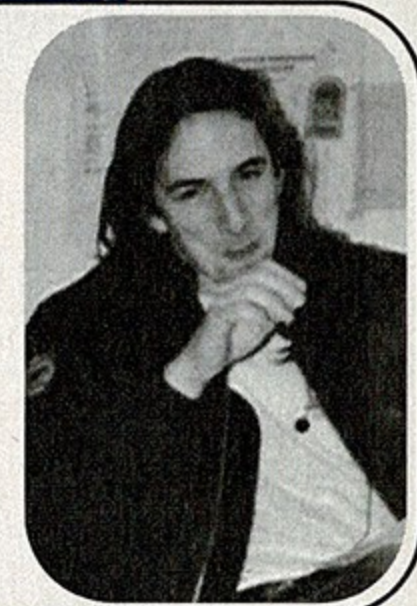
As well as winning the other aim of the game is to humiliate your opponents

In third place having a short scuffle with the bloke in front could be a bad idea

68 PERCENT

"No comment"

Paul Uweal



GRAPHICS	7	GAMEPLAY	5
SOUND	6	GAME SIZE	6

From: Acclaim

Release: OUT NOW

Price: £54.99

Levels: N/A

Players: 1-4

Welcome to NBA Jam 2! Actually that's not quite true, and that's the problem.

The old Mega crew went just a touch over the top about NBA Jam. For whatever reason they decided to give it huge amounts of coverage and a score that was just a touch too high for my liking. Although it was a perfect arcade conversion, I thought the original game was a little too shallow to warrant essential purchase. 90-odd percent? 80-odd more like. Now though comes NBA Jam Tournament Edition, which as well as having a ridiculously long name, supposedly enhances the original game no end. Shall we take a little look then?

For starters, this is another arcade conversion. By that I mean that a Tournament Edition version of the coin-op did arrive in arcades, and this is not simply a money-spinning idea by

Acclaim. So how has the conversion gone then? Well, surprisingly well actually, and a large pat on the back to Iguana who have done the conversion (and who incidentally impressed Acclaim so much they bought the company!).

PRINCE CHARLES

So another perfect arcade conversion then, eh? Yes. So why the melancholy tone that's so obvious throughout this whole thing so far. Okay, let's just get this out of the way. Although Acclaim might claim (ho ho) that NBA Jam T.E. is an entirely new game, it isn't. While new ideas have been implemented here they are not different enough to make this a worthwhile purchase to people who already own the first NBA Jam cartridge.

Don't buy this if you already own NBA Jam. There. I've said it. Now the good news. Those of you who don't already own NBA Jam are in for a treat.

Remember back when NBA Jam was first released and everyone said, "Yeah, it's really good, but the sound is nowhere near as good as the SNES version"? So, Acclaim released the NBA Jam Mega-CD version to shut everyone up. Well, they really needn't have bothered, because all the extra speech that was pushed onto the CD has now been included on this new Mega Drive cartridge! Team names are now spoken before matches, and all the speech from the arcade machine has made its way across. Very impressive.

Graphically the thing looks very similar to NBA Jam, and as the original has very well animated and defined sprites that is no bad thing. It would have been nice to see some improvement in the graphics, but I guess you can't have everything. So we have the original NBA Jam with better

sound. "What's new?", I hear you cry. Well, if you're nice to me I might tell. C'mon let's hear it. Who's the best editor around? That's awfully nice of you all. Alright, here goes.



(Left) Hey, guess what? It's a dunk! Any money says you'll be tired of the captions by the end.



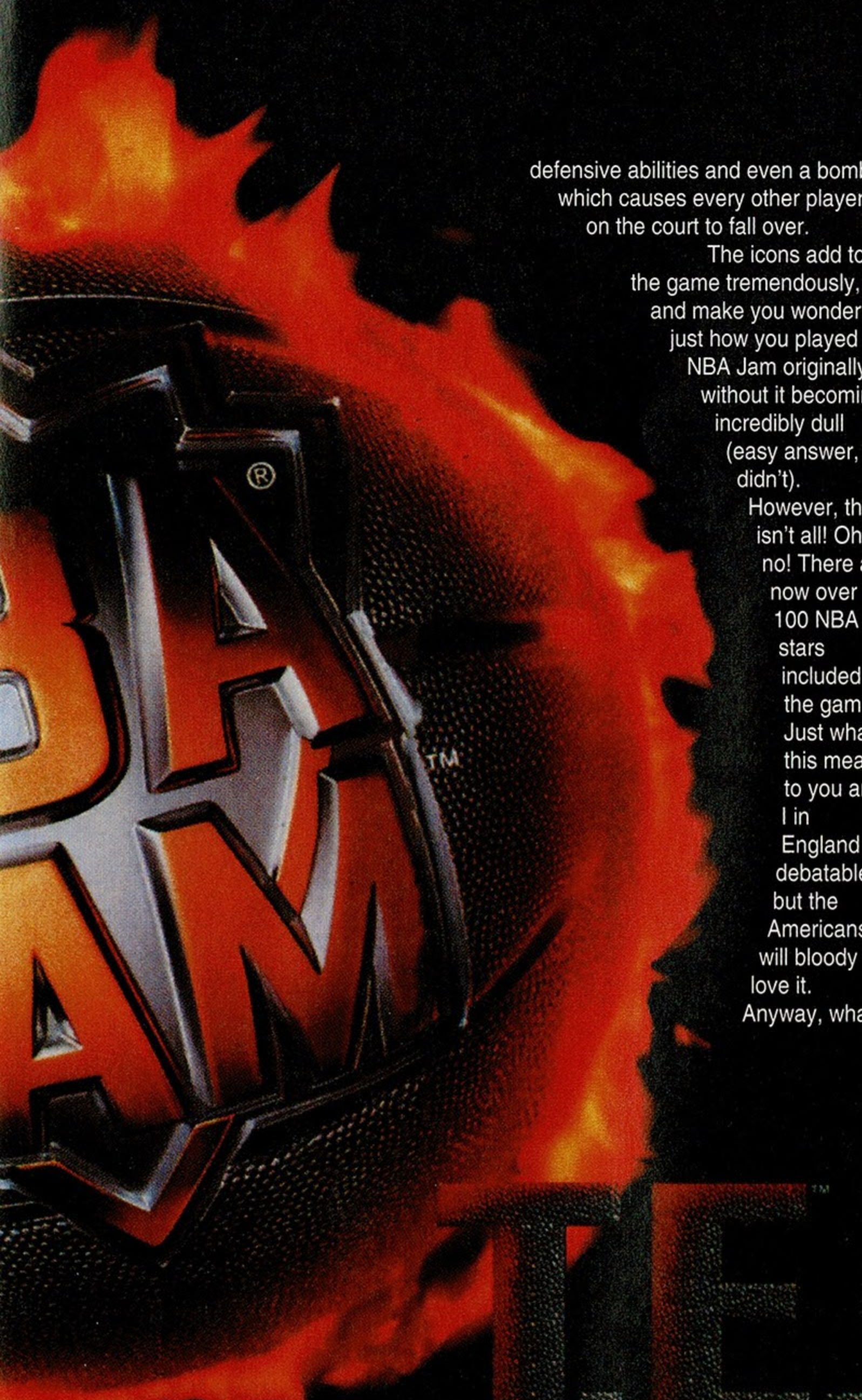
(Left) A ring-mouth tussle. Can you say ring-mouth? I mean as in 'goal-mouth'? Well I said it anyway!



(Above) Perhaps releasing the ball a little earlier might help mate!

FINAL SCORE					
PHOENIX SUNS			LAKERS		
PLAYER	PTS	REB	PTS	REB	FINAL
PHOENIX	4	14	10	6	34
UTAH	12	14	12	15	33

(Above) and the winners are.... Lee's team of course, and Rich comes in dead last.



defensive abilities and even a bomb which causes every other player on the court to fall over.

The icons add to the game tremendously, and make you wonder just how you played NBA Jam originally without it becoming incredibly dull (easy answer, I didn't).

However, that isn't all! Oh no! There are now over 100 NBA stars included in the game. Just what this means to you and I in England is debatable, but the Americans will bloody love it. Anyway, what

TOURNAMENT EDITION

A GORILLA

As well as your usual NBA Jam 'run from one end of the screen to the other' gameplay we have a number of useful icons lying around. These come in two different types, points icons and power-ups. If you shoot the basket standing on a points icon, instead of the standard score you get whatever was written on the icon. This can be anything up to nine points for a single basket! As well as these icons, lingering around the screen are some other useful bits and bobs. These are icons which give you abnormal powers. You can collect permanent fire, speed ups, extra

else? Well according to the blurb there are nine all-new rim-rattling monster dunks. Yes, quite. What that lot of twaddle basically means is that there are many different ways to score a ridiculously over-the-top basket.

DJ JAZZY JEFF

"We want more!", and more you shall have. How about three member for every team instead of two. And how about giving them all different attributes like speed, defence and dunking. That would be quite good wouldn't it. Lucky they put it in then, eh? How about all you would-be manager out there?



(Left) A long range shot from the right hand side of the court has caught the other team unawares. Will it go in? Who cares!



(Right) It's a mighty tussle between the might of player one and the blight of player two. No guesses as to who played the superior player one. Oh alright one guess. Lee? Correct.



(Left) Has anyone read this month's Top 50 yet? Have a look on the last page (page 79), and remember not to leave your Apple Mac unattended so Rich can write nasty things about you.



(Right) Yes, quite. That player could probaly make it that high in real life. I'm sure he could. No really. Honest. (and several other well-worn sacraastic phrases).



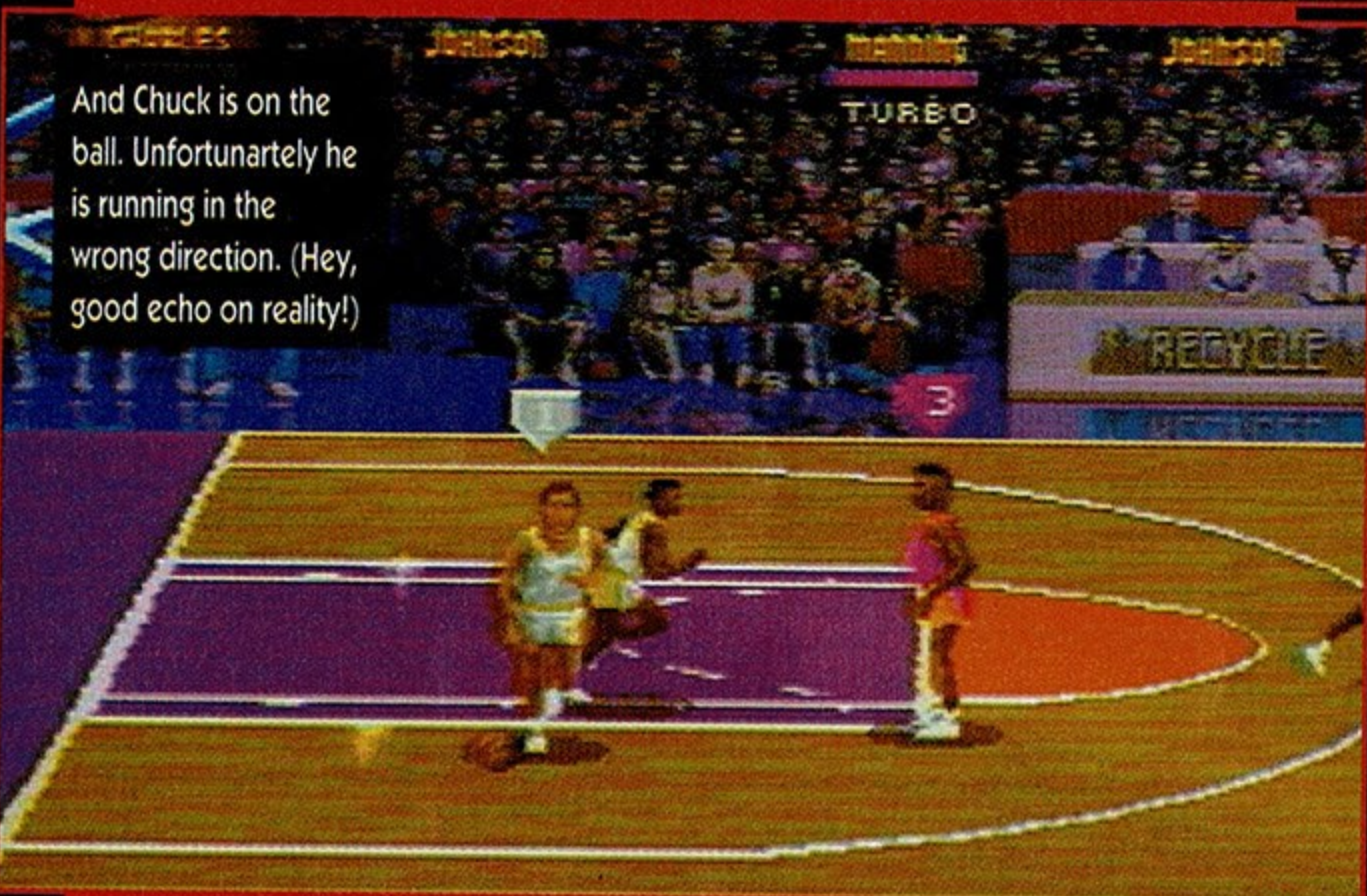
(Left) How on earth was feeble player two supposed to stop the run-away computer from scoring when he'd been flattened? Not get flattened perhaps? Better luck next time Rich.

SECRET PLAYERS AHOY!

WEST	GOLDEN STATE	DALLAS	ATLANTA	EAST
	LA CLIPPERS	DENVER	CHARLOTTE	
	LA LAKERS	HOUSTON	CHICAGO	
	PHOENIX	MINNESOTA	CLEVELAND	
	PORTLAND	SAN ANTONIO	DETROIT	
	SEATTLE	UTAH	INDIANA	
	SACRAMENTO	ROOKIES	MILWAUKEE	
			WASHINGTON	

And look who it is! The next King of England (probably), Chuck

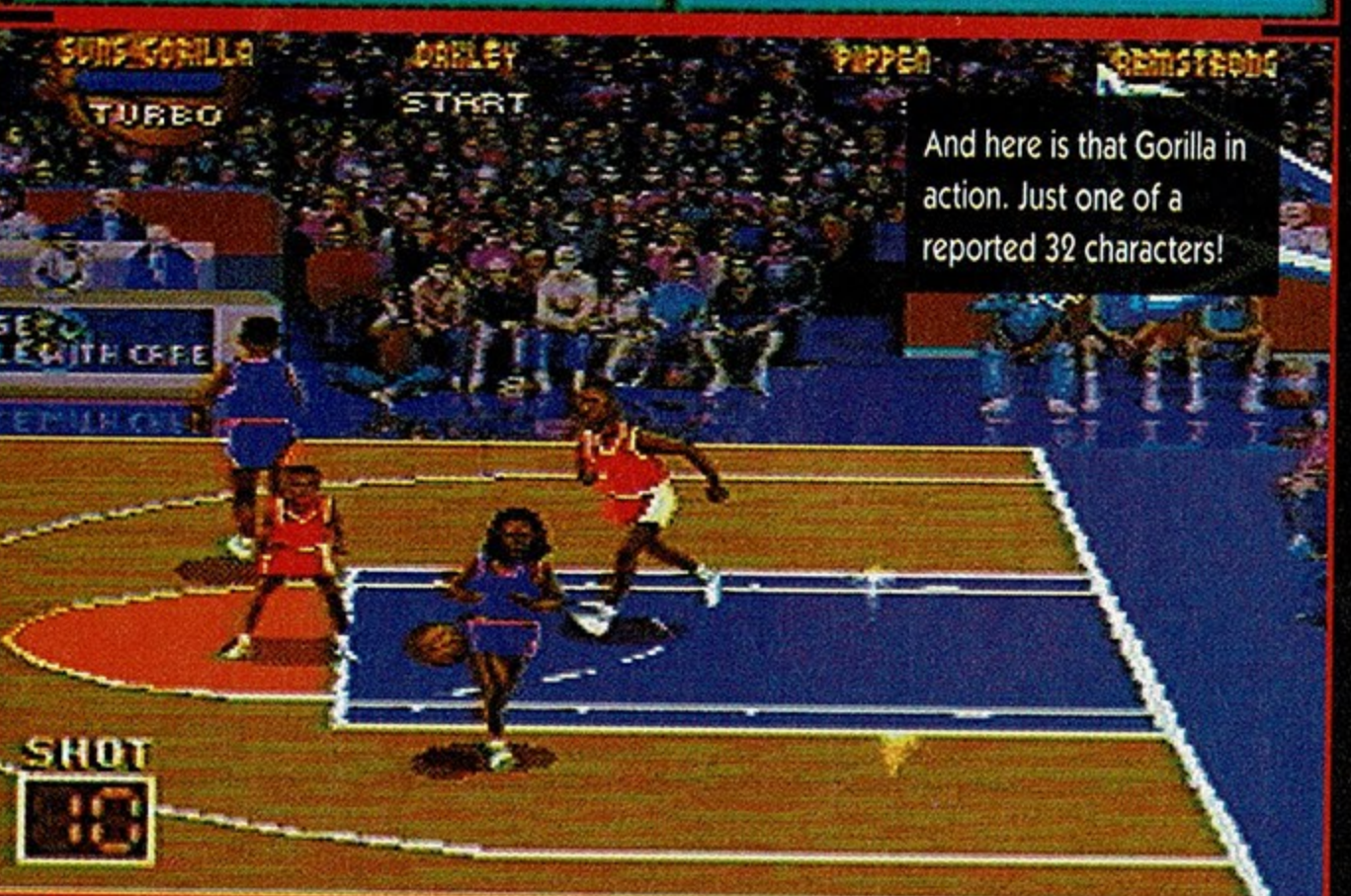
			
CHARLES	JOHNSON	MANNING	JOHNSON
SPE: 7 POWER: 7 3PTS: 1 STEAL: 7 DUNK: 9 BLOCK: 7 PASS: 9 CLUTCH: 7	SPE: 8 POWER: 7 3PTS: 1 STEAL: 1 DUNK: 2 BLOCK: 7 PASS: 8 CLUTCH: 7	SPE: 7 POWER: 6 3PTS: 1 STEAL: 7 DUNK: 1 BLOCK: 7 PASS: 4 CLUTCH: 7	SPE: 8 POWER: 7 3PTS: 1 STEAL: 7 DUNK: 2 BLOCK: 7 PASS: 8 CLUTCH: 7



WEST	GOLDEN STATE	DALLAS	ATLANTA	EAST
	LA CLIPPERS	DENVER	CHARLOTTE	
	LA LAKERS	HOUSTON	CHICAGO	
	PHOENIX	MINNESOTA	CLEVELAND	
	PORTLAND	SAN ANTONIO	DETROIT	
	SEATTLE	UTAH	INDIANA	
	SACRAMENTO	ROOKIES	MILWAUKEE	
			WASHINGTON	

For those readers with a sight disability, the special character is the one on the left. The gorilla you dummies!

			
SUNS GORILLA	OAKLEY		
SPE: 9 POWER: 7 3PTS: 1 STEAL: 7 DUNK: 9 BLOCK: 7 PASS: 9 CLUTCH: 7	SPE: 3 POWER: 9 3PTS: 1 STEAL: 1 DUNK: 5 BLOCK: 8 PASS: 4 CLUTCH: 1		



Hey look at this galaxy of stars!

STARTING SEAN ROOKS



DALLAS WINS!

DALLAS 50
NEW YORK 43

FINAL TOURNAMENT EDITION

Best guess. Dallas winning perhaps?





COACHING TIPS

SUBSTITUTIONS.

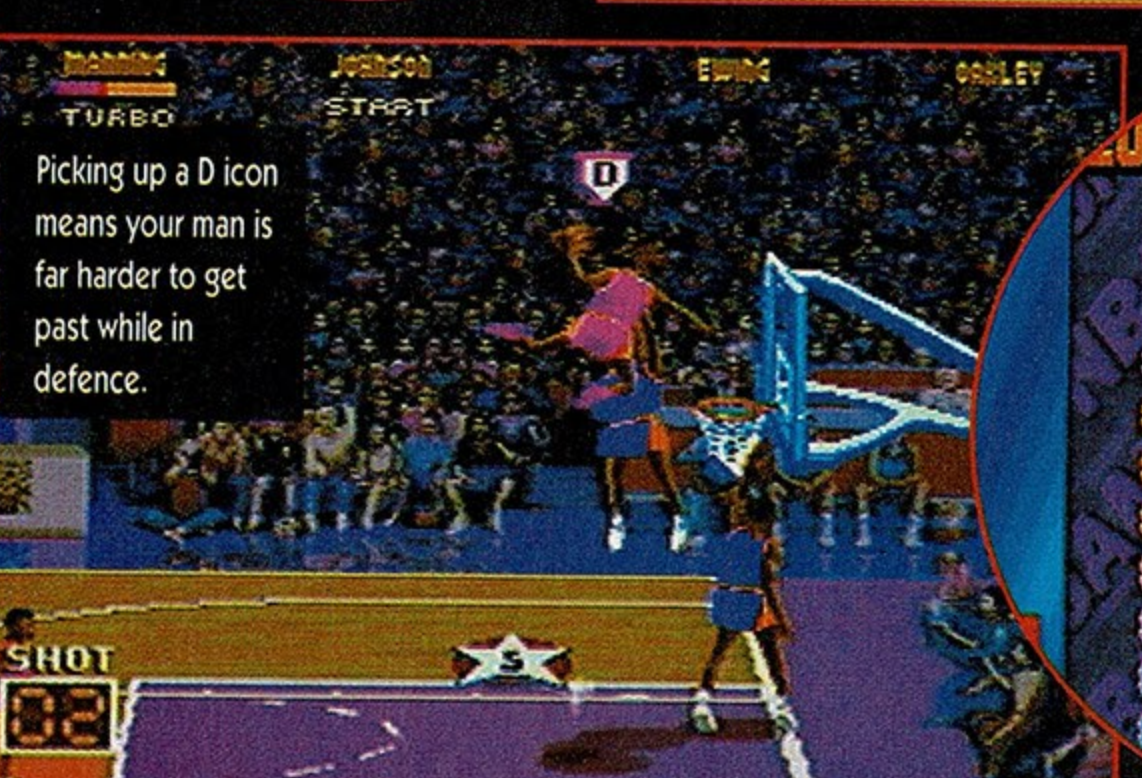
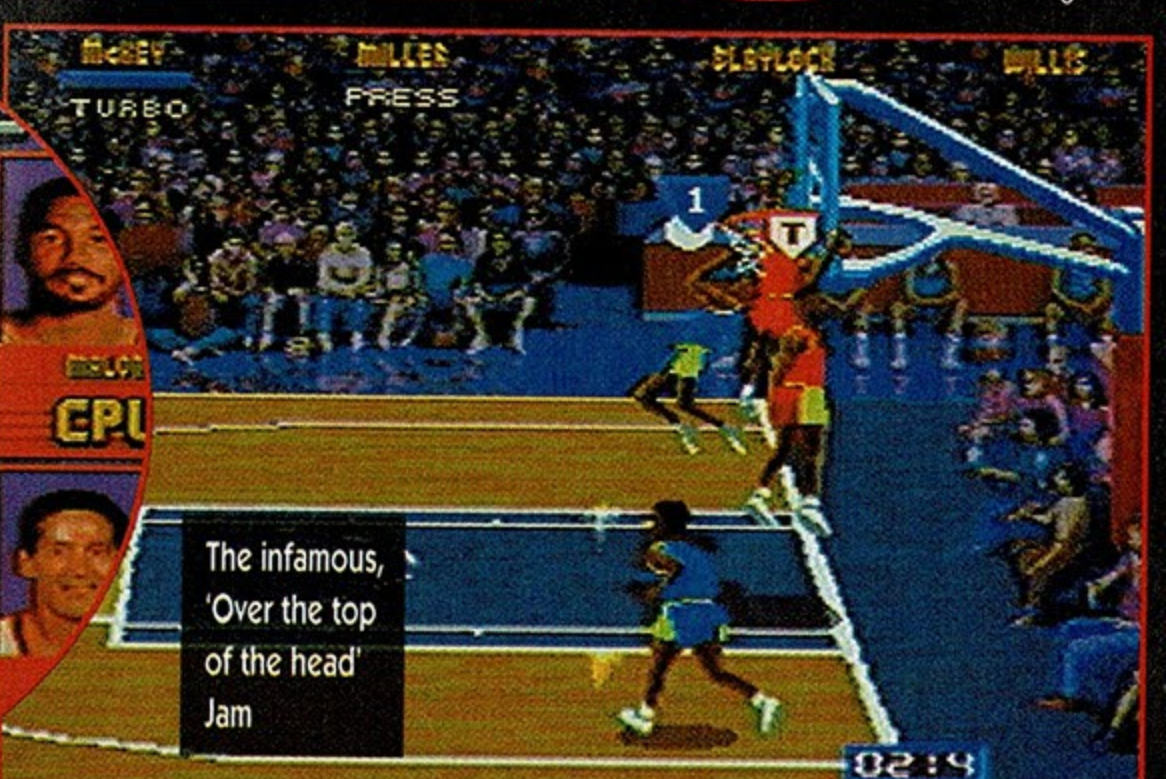
SOME PLAYERS MAY BECOME FATIGUED DURING THE GAME. TRY SUBSTITUTING THOSE PLAYERS WITH FRESH PLAYERS AFTER EACH QUARTER.

Listen to the coach. He's rarely full of shit.

1ST HALF

	PTS: 4 3PTS: 0 POINTS: 12 ASSISTS: 4 STEALS: 0 BLOCKS: 0 REBO: 0 INJURED: 0
	PTS: 3 3PTS: 0 POINTS: 9 ASSISTS: 0 STEALS: 0 BLOCKS: 0 REBO: 0 INJURED: 6

"Hey Rich, when did you go on holiday?"



LONGEST WINNING STREAKS
(CONSECUTIVE WINS)

DATE	STREAK	W-L
#1 CER	WINS 17	19-7
#2 SNK	WINS 14	18-10
#3 CLD	WINS 10	15-9
#4 NC	WINS 9	16-7
#5 JAF	WINS 8	13-9
#6 APF	WINS 7	12-8
#7 TCG	WINS 7	9-0
#8 CK	WINS 7	7-0



(Left) The firey ball means, or course, that the person who's just thrown it is on fire. When on fire the ball invariably goes into the basket, no matter where you throw it from.



(Right) Oh look, it's another of those really likely jumps. I realise that the game isn't supposed to be realistic, but some of this stuff is completely beyond belief.



Another firey chap heads basket-ward. I told you you'd get tired of these captions didn't I? You got tired didn't you? Am I pshycic or what?



(Above) "And if you don't want a broken nose, don't get back up"

Would you like to be able to substitute players when they get injured? Sure you would, and now you can!

Ah, I seem to be running out of extra thing to talk about. Oh yeah, now I remember, the hidden characters. Remember how in NBA Jam you could play about eight or nine different extra characters? They were all a bit lame somehow though weren't they? I mean, Bill Clinton for God's sake! Anyway, there are now (reportedly) dozens of hidden extra characters for you to play with, and Acclaim aren't yet giving away any secrets so I can't tell you who they are.

WILL SMITH

Well, now I have run out of new things to talk about, so I'll have to fall straight into 'round up the review' mode. To recap then. I wouldn't recommend you buy this if you already own the original NBA Jam unless you were REALLY into the Tournament Edition coin-op or you're one of those people who just have to have the latest version of a game (and just where do you get your money?). For those who never bought NBA Jam (and to be honest, with the sales figures there can't be that many of you), this is a far better bet. It's faster, smoother has more characters, both real and secret. It has extra bonus power-ups, added animation and much better sound.

It's an excellent action basketball game. It might be a little dull for those who prefer some strategy to their game, as the action only ever seems to consist of running from end to end scoring baskets. However, this is mainly due to the fact there are only ever four players on court at once. It is much better as a multi-player experience of course, and those of you with a Sega Tap lying around gathering dust should go and find it, head down the shops to get a copy and call your mates round for an arcade experience second to none. Just don't expect NBA Jam 2, that's all.

91 PERCENT

"The best just got better, but not by that much."

Lee A Brown



GRAPHICS	9	GAMEPLAY	7
SOUND	9	GAME SIZE	6

ROAD RUNNER

From: Sega
 Release: OUT NOW
 Price: £44.99
 Levels: 15
 Players: 1

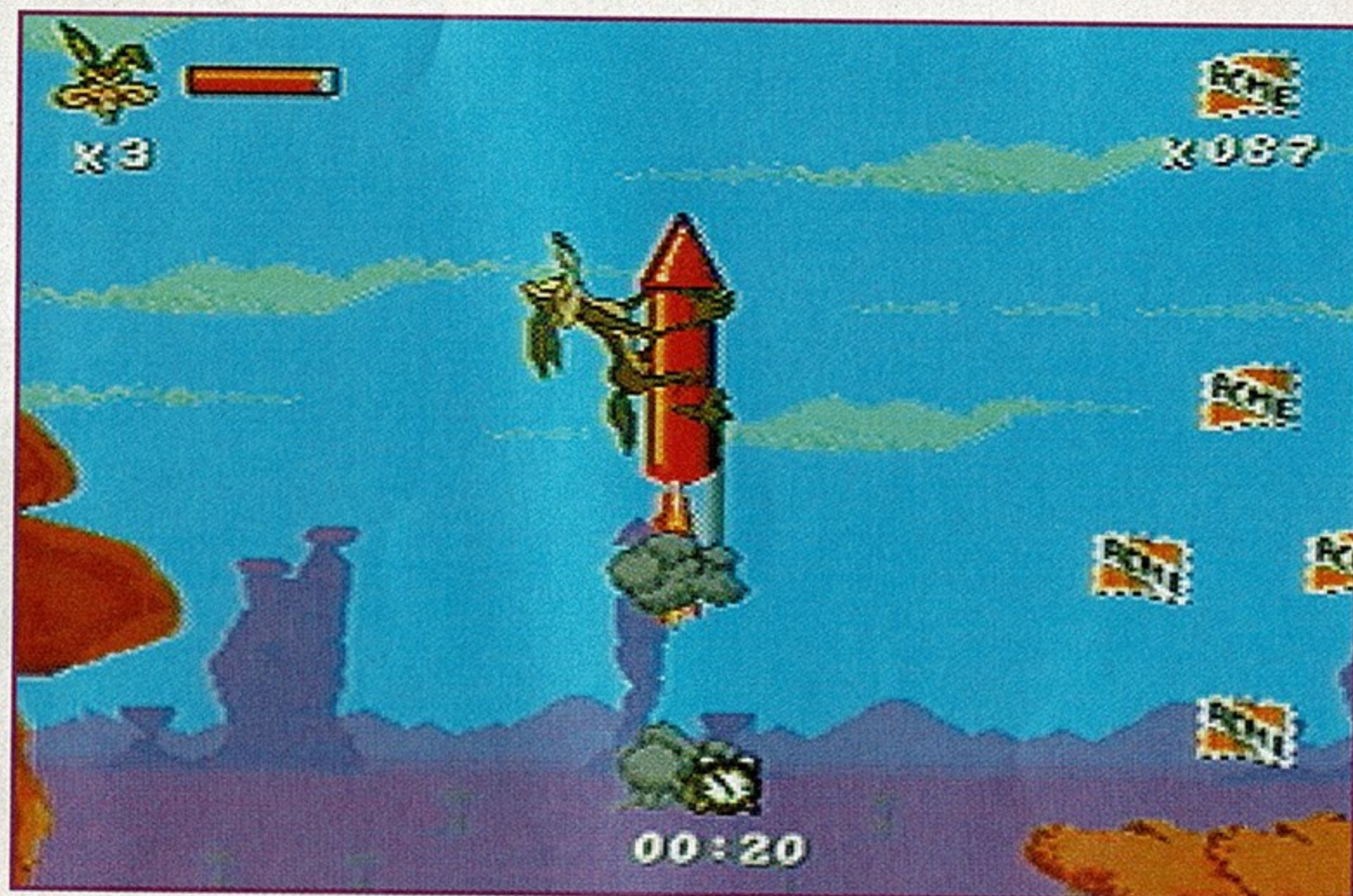
The adventures of Wile E. and Road Runner are a landmark in the cartoon hall of fame but will they have the same impression in the console world? Probably not...

Alongside Tom and Jerry Road Runner and Wile E. Coyote are my favourite cartoon double act. All Road Runner ever wanted to do was to run his little heart out and eat bird seed all day. There's nothing wrong with that now is there? Wile E. on the other hand is constantly hungry and all he ever wanted to do was kill the stupid bird and eat it for dinner. Of course he never did but this didn't stop him from spending every penny of

his life savings at the local Acme superstore in order to buy all manner of dangerous toys to build traps with. Every episode poor old Wile E. built trap after trap and wouldn't you know, they always went wrong and it was always him that got caught out. Their adventures have now been translated onto the Sega, and now Wile E. has finally got a chance to catch the Road Runner once and for all.

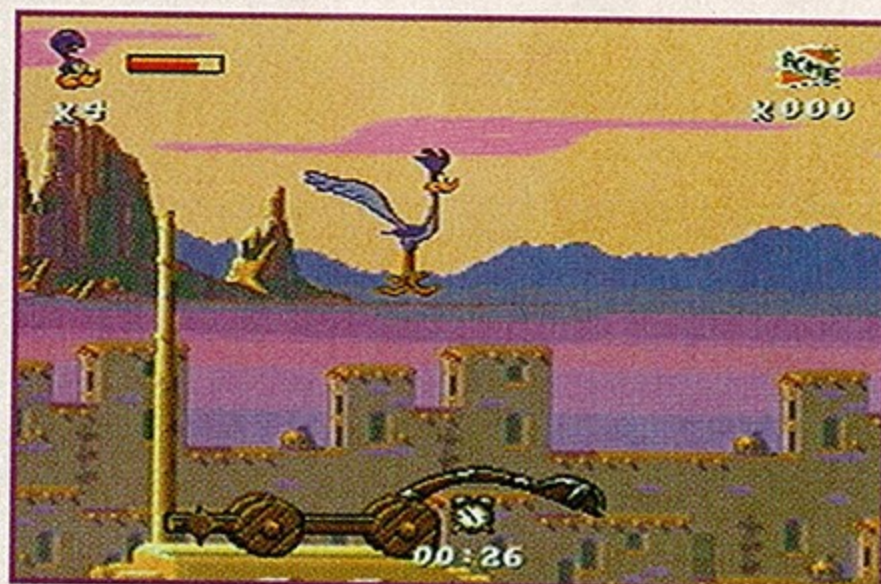
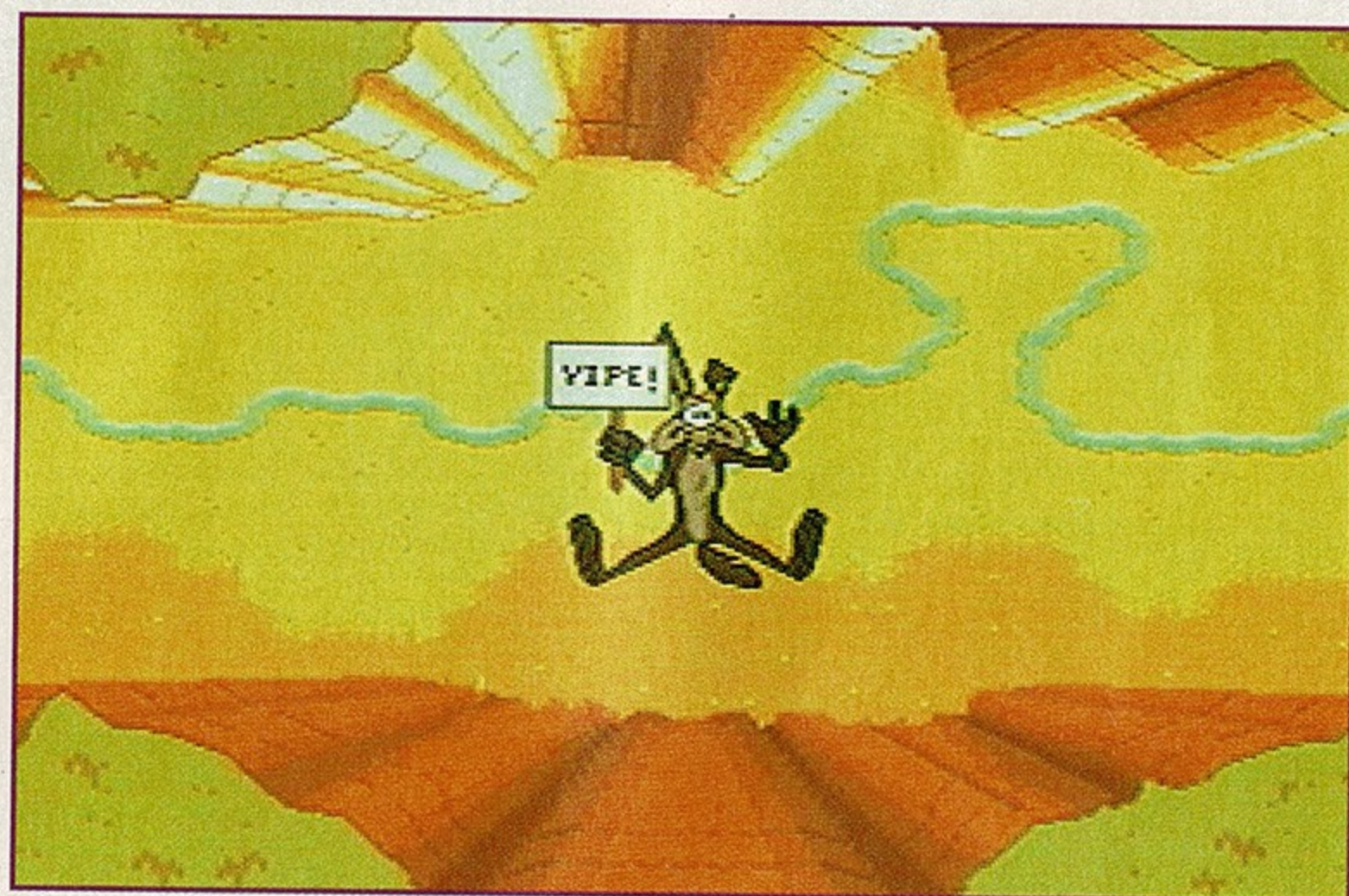
COLOSTOMY

The problem with cartoon conversions like this is that the cartoons only last about five minutes and solely involve one character chasing another, producing a series of visual gags along the way. Computer games on the other hand are meant to last a lot longer than five minutes and are usually the same each time you play. This means that even though part of a game might be funny the first couple of times it is played it could grate after about the tenth or eleventh go. Sylvester and Tweety is a classic example of this. At first it seems fun and is just like the cartoons but there is little to do except chasing Tweety around and using various comedy implements time and time again. Boring. Similarly Road Runner has suffered the same fate. It is fun for a bit but is ultimately dull. On the plus side a new tack has been taken when designing this title. The two main characters are obviously Road Runner and Wile E. Coyote, and the player can choose which one they want to be. If they choose to be Road Runner the aim of the game is to simply run to the exit whilst avoiding

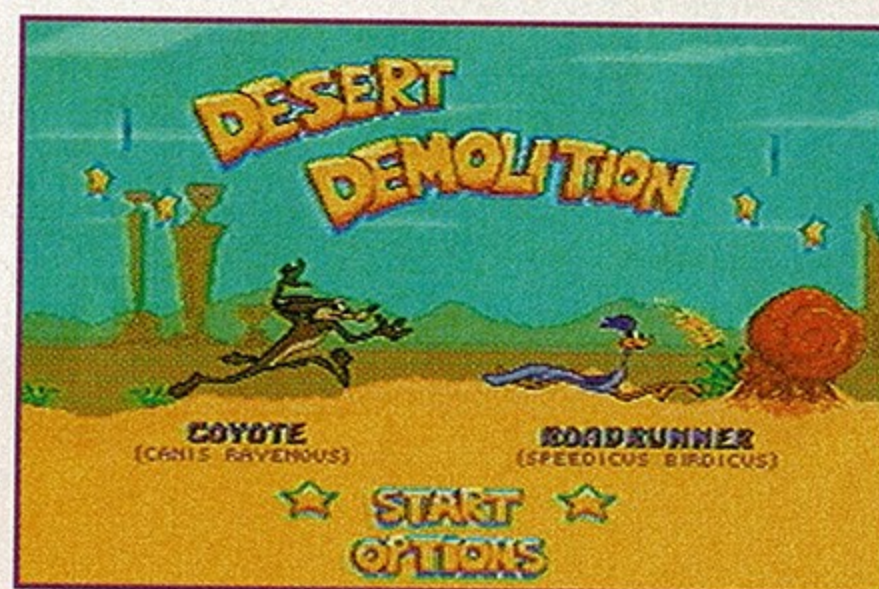


(Above) What's that red throbbing thing between your legs then?

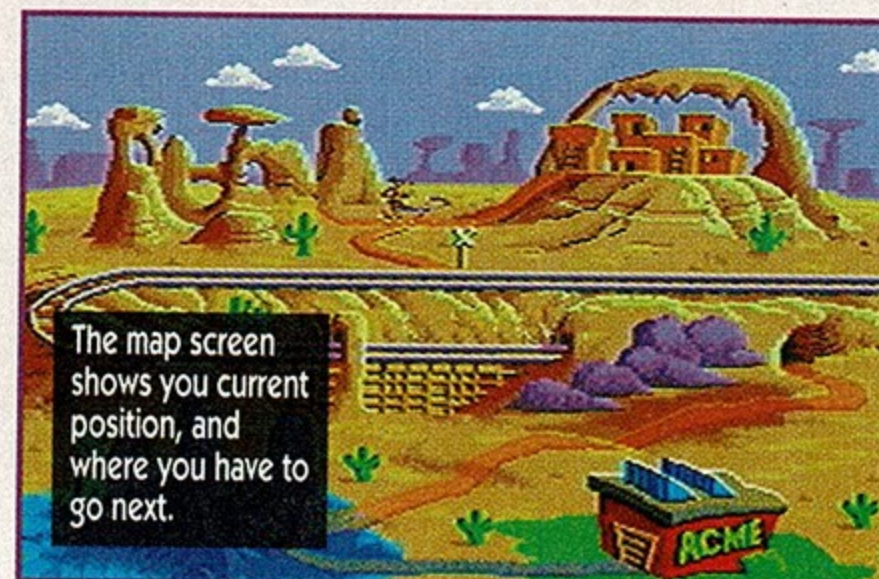
(Below) Don't worry, he'll be back to fight again in a few seconds time.



(Left) A cunning device helps Road Runner on his way



(Left) The funniest part of the game. The title screen. Sad or what?



IN DESERT DEMOLITION



(Above) The rampaging coyote doesn't stand a hope with those things on



(Above) That's more like it. Now he doesn't stand a chance of escaping

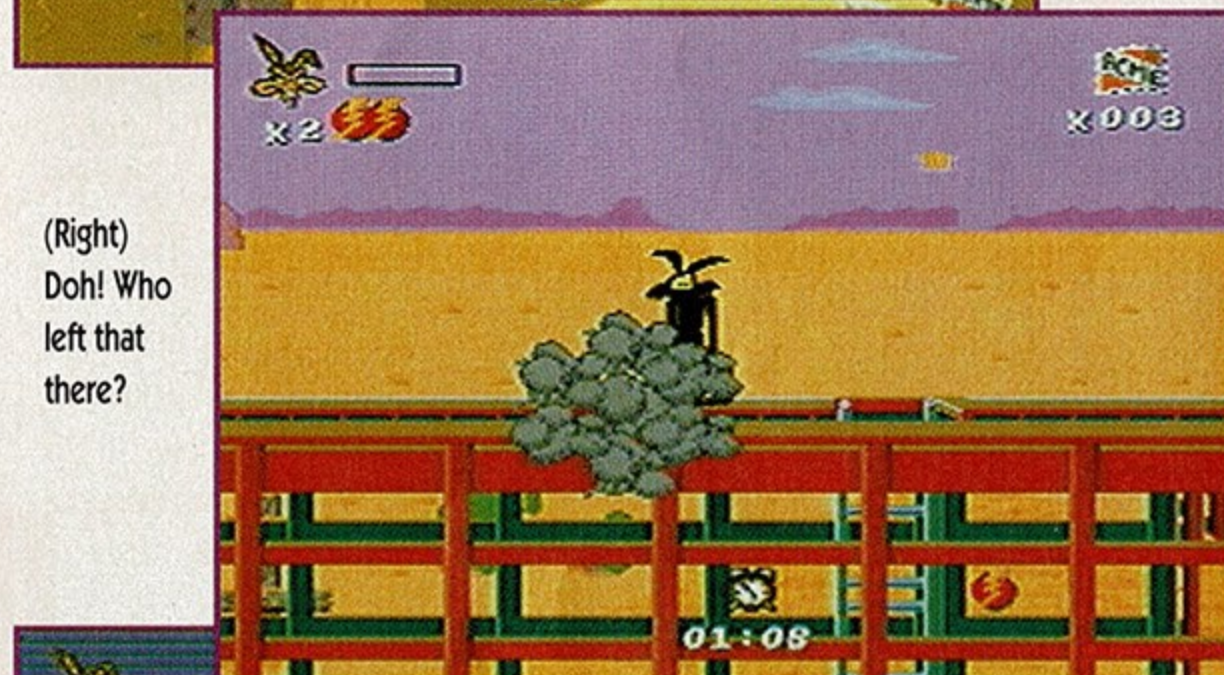
Wile E. and his cunning traps. Along the way he must eat seed to regain strength, collect bonus icons and say "Meep meep" just for the hell of it. Suffice to say playing as Road Runner is mind numbingly boring after a while because there isn't really much to do. Run along a bit, jump, avoid Wile E. and then run some more. Whoopee doo.

BAG

On the other hand things get better when playing as Wile E. The objective is to catch Road Runner as many times as possible and still leave through the exit before the time limit runs out. I could be picky and point out the fact that the whole point of the cartoon is that Wile E. NEVER gets the Road Runner, but I won't. Wile E. can run fast, but obviously not as fast as R.R. which is why he uses the Acme crates to help him. Jump in one and he will emerge wearing a suitable ridiculous contraption like rocket skates, bouncy shoes or Pterodactyl costumes. This is much more like the cartoon and fans will be very pleased to see the hapless anti-hero flounder around out of control before getting blown up or shot out of a cannon. Apart from this there isn't really anything to shout about here. It's fun to play as Wile E. for a bit, but that's about it really. Strictly for fans only.



(Left) With twelve seconds to go Wile E. makes a desperate lunge to catch his lunch



(Right) Doh! Who left that there?



(Left) When did you ever see Road Runner driving a truck before?



(Above) This is highly probable isn't it?

69 PERCENT

"A waste of a perfectly good licence"

M Lovitt



GRAPHICS	7	GAMEPLAY	5
SOUND	4	GAME SIZE	6

From: Interplay
 Release: Out Now
 Price: £44.99
 Levels: Plenty
 Players: 2

Racing and rock 'n' roll. What more could you possibly want?

The title of this game sums it up perfectly, it's a racing game with lots of rock 'n' roll! When this was released on the SNES it went down a storm because of the incredible renditions of the theme from

Peter Gunn and Ozzy Osborne's Paranoid. Without the music it would have just been another average racing game. Knowing that the Mega Drive can't handle music anywhere near as well as the SNES it was with trepidation that I booted this up. The title screen appeared and the theme tune kicked in, missing a few notes along the way. Not a good start. After starting to play things got a little bit better. The race was just about to start when I remembered

about Larry. There was no way the Mega Drive could handle the sheer amount of speech in the SNES version, or so I thought. As it turns out Larry is here in full glory and gives a full commentary throughout the game.

BORN TO BE WILD

Another ten minutes later and there I was singing Bad To The Bone whilst desperately trying to overtake characters called Rip and Shred. Maybe there was more to this game than the music after all.

At the start of the game it is necessary to choose a racing character. Each character has their own special advantage on the track. For instance, some are better at cornering than others, while other may have a faster acceleration. It may seem like an empty bonus but these traits are noticeable during the game.

After being lent twenty grand it's off to Fast Eddie's car emporium to pick up a cheap run-around. The best car in the shop costs £70K but the other two cost £18K a piece so choose one of these and get ready to race. There are options to upgrade the car available, or buy a

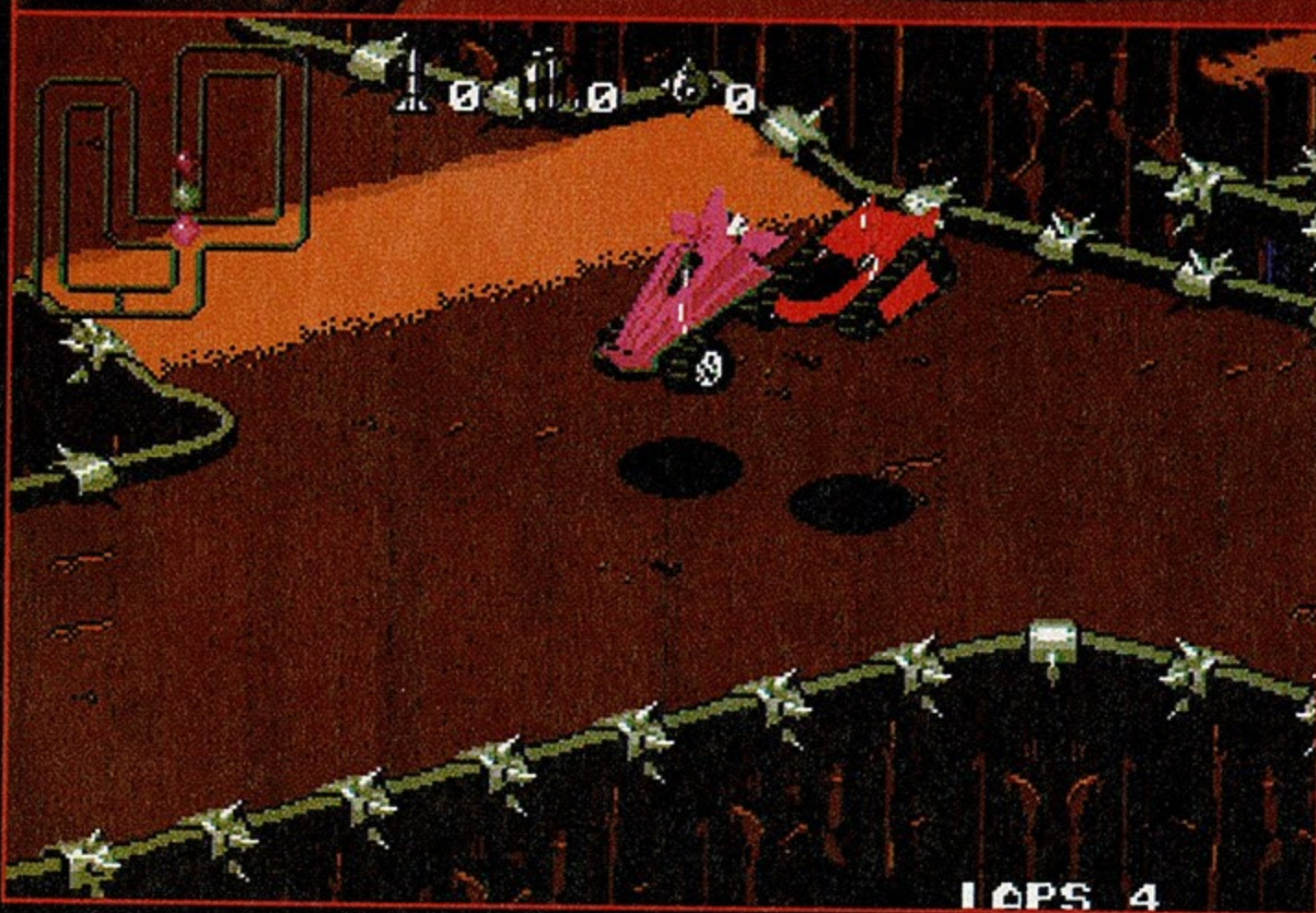
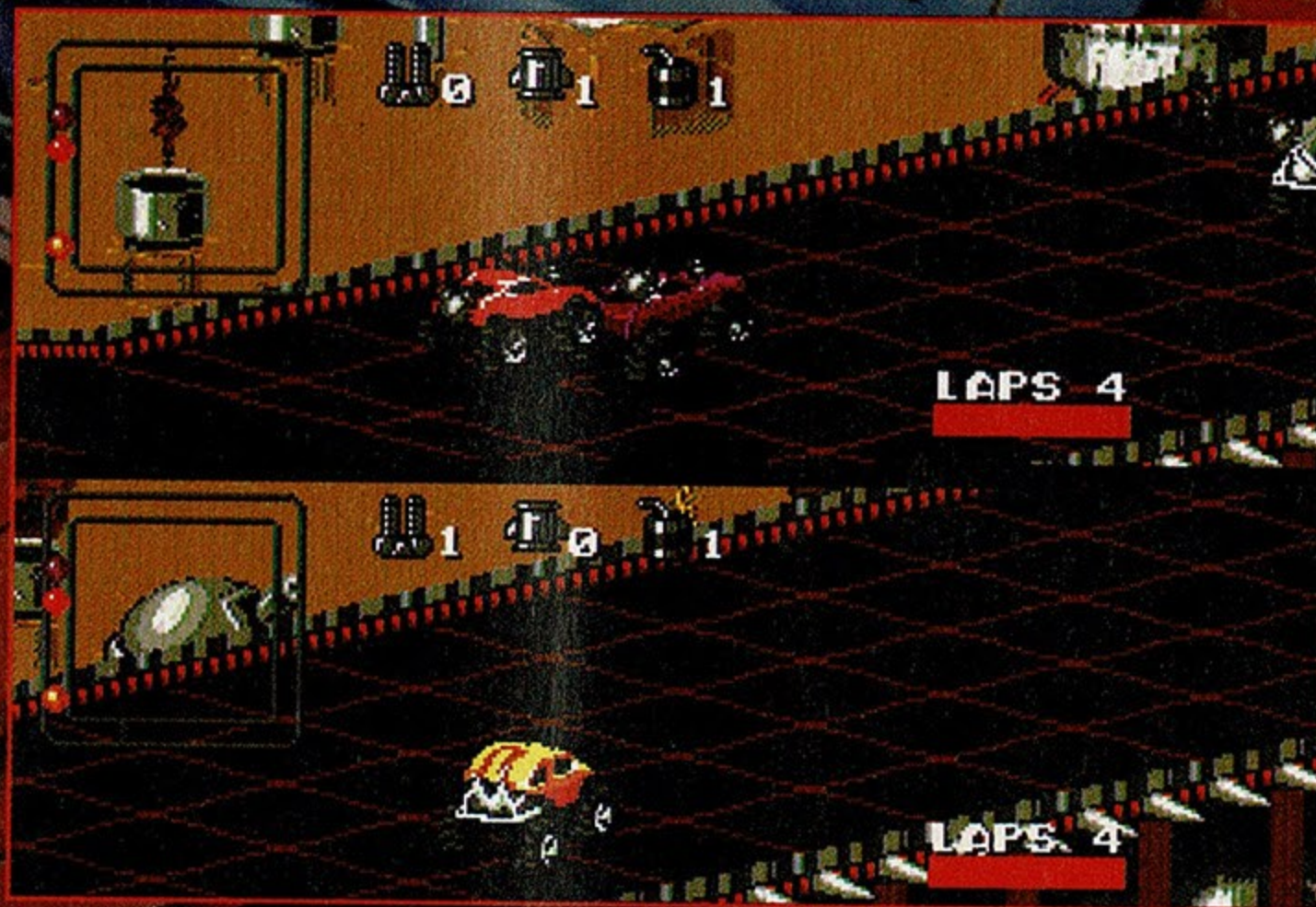
(Left) Each character has their own plus points. On the SNES version there was a secret character called Olaf who was the best. We couldn't find him, but on the sound screen Larry says his name. Curious or what?

(Right) Split screen action makes this game much more fun



PLAYER 1
 SNAKE SANDERS
 TERRA
 +1 ACCELERATION
 +1 TOP SPEED

← SELECT HERO →



(Left) The best way to overtake is to turbo up ramps and fly overhead

(Right) These heavy duty cars have caterpillar tracks and can drop scatter bombs too



new one, but as you only have two thousand quid left you don't have enough money. The way around this is to head off to the racetrack and win some cash by winning races. The races are set across a number of planets and the

championship on each planet has two divisions. As a novice you start off at the bottom of division B with no points but after winning a few races you'll have enough points to move to division A. Qualify in division A and then it's off to the next planet which is more hazardous and has harder rivals to compete against.

unfortunately it is nowhere near as fun to play as Micro Machines 2. The split screen two player mode does add to the gameplay but it doesn't compare to MM2's simultaneous eight player frolics.



Fast Eddie's the name and Fast Eddie's the game (eh?). Get your new cars here



The hovercars are great. Homing missiles, scatter bombs and incredible handling make these babies the best of the bunch

PARANOID

As if just having to negotiate the twisty turny courses wasn't bad enough there are mines, oils slicks and sticky patches all over the track and all the cars are armed with weapons!

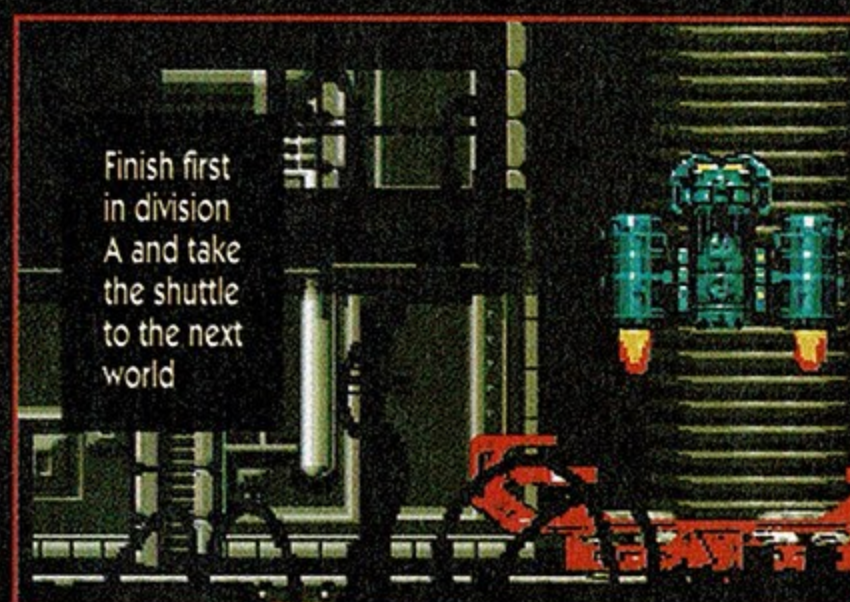
Each car has a missile or laser beam (homing missiles are the best), can drop hazards out of the back like mines, splatter bombs and spikes. All the cars also have built in gas cylinders which



can be used to make it jump up high or as a turbo system. Power the chamber up a few times and it is possible to get up to seven turbos which will ensure that you win every race. On the whole Rock 'N' Roll racing is an enjoyable little number but



(Above) On the harder skill settings the enemies' missiles are much more accurate



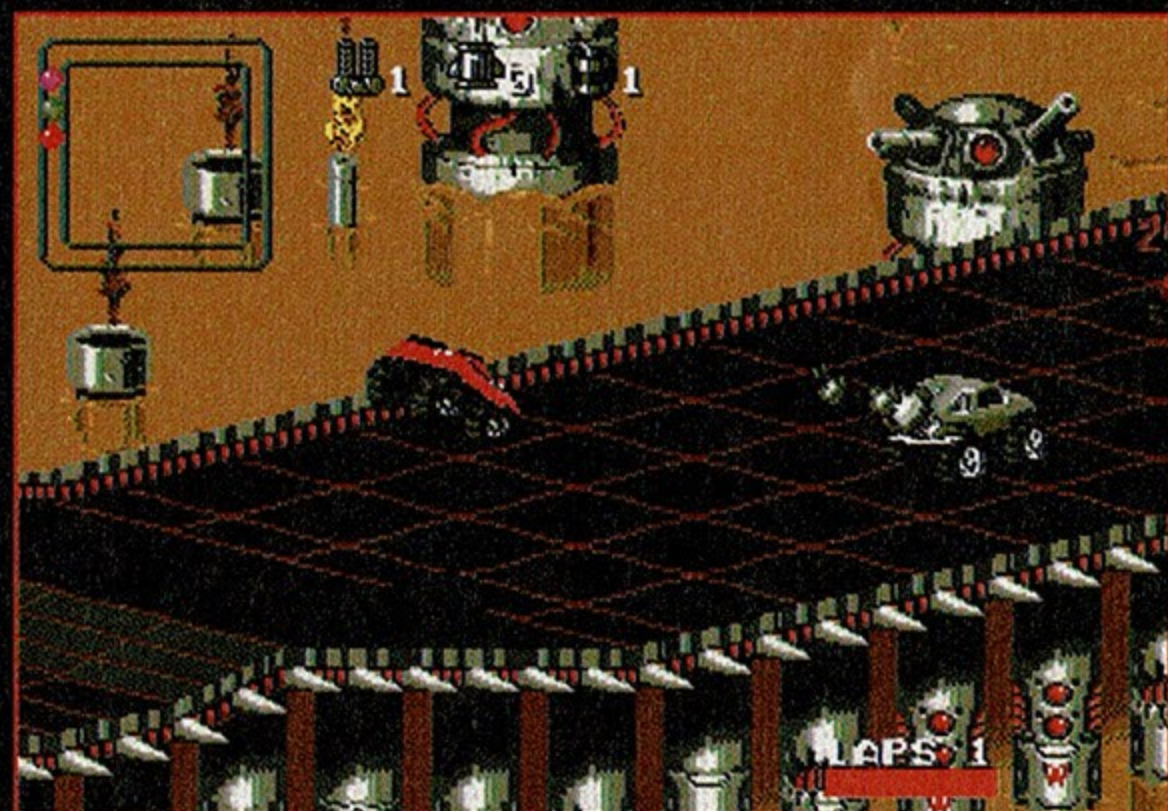
(Left) This planet is where the hovercars are first found



(Above) Snake takes first place. That's me that is. Lee never even made it on the scoreboard and he had to use all of his best racing skills to come last



Welcome to Gordo's gift shop. The gifts sold here are a bit crap really as he only sells car upgrades. You wouldn't give your Mum armour plating for Christmas would you?



(Left) The first two affordable cars can jump using gas cylinders



Oops. Look closely and you can see the driver wearing a red crash hat

76 PERCENT

"Fun and exciting, but could get a bit dull after a while"

Paul Ulland



GRAPHICS

7



GAMEPLAY

7



SOUND

8



GAME SIZE

8



From: Sega
 Release: Mar/Apr
 Price: £54.99
 Levels: N/A
 Players: 1

THE STOR

Story of Thor is supposedly going to be the game of '95 and it's still only January! Is it as good as everyone reckons?

Every now and then a game comes along that just oozes quality and everyone loves it. Right from the start you know that Story of Thor is going to be something special. The music is by Yuzo Koshiro for a start, which is always a good sign. He received much acclaim for the soundtrack he wrote for the Streets Of Rage games and he has worked his magic yet again, providing a soundtrack that improves the overall presentation of an already atmospheric title. The game is set way back in the times of the Arabian nights when sun and sand met magic and monsters. The hero of the piece is young Prince Ali, a hapless excavator. During one of his

adventures Ali happened to stumble across a gold armband. Wouldn't you know it, the armband only turned out to have magical powers and a life of its own. Proud of his new found adornment Ali travelled back to his homeland of Oasis to show his Mum and Dad his prized discovery.

DEFINITELY MAYBE

The King was amazed at what Ali had found as (cue plot) ancient legend told of two sacred armbands and how they were used in an ancient battle between two wizards. The Gold armband was used for good and controlled the power of the four spirits but the Silver armband was used to create chaos and destruction. The wizards controlling them both died in a horrendous battle and the armbands were lost throughout the passage of time.

As he donned the golden armband Ali was aware of this legend and was warned by a mysterious voice that the silver armband had already possessed the soul of the another whose sole aim was to destroy Oasis. Boo.

The only way to stop this evil was to use the gold armband but as it had already merged with Ali it soon became quite obvious that he was the only one that could save the day. Armed with only a

small dagger to protect himself Ali then set off to try and find the four spirits, defeat the silver armband and then return home for a nice cup of Horlicks in time to watch Noel's House Party.

This sounds like the perfect premise for

a sprawling RPG, but the role playing elements in Thor aren't as pronounced as they could be. Basically Thor is an adventure with special moves, a slight RPG element, and tons of action all rolled into one. Imagine a game that



(Right) Even grovelling doesn't work against the evil Silver Armband

(Below Left) Special moves ahoy! This twirly dagger thing is particularly effective



(Left) Have some of that

(Below) This is one of those large bosses I was referring to



RY OF THOR



Rapin', lootin', screamin', shootin'



Look, it's Hong Kong Phooey



Taste my blade oh evil one

takes the action/adventure element of Landstalker and mixes in a large dose of Streets Of Rage III, and this is what you would be thinking of.

OR PERHAPS NOT

Ali's dagger is a bit pathetic at first but in the library in the castle there are many books (funny that, being a library and all) which shed a few secrets on some of the moves that can be performed with the dagger. He can also run and by pressing the attack button repeatedly he can unleash a furious set of kicks. The problem that I found was that all of the enemies, except the giant guardians, could be defeated simply by repeatedly kicking them in this way. As if this wasn't enough Ali can also carry up to eight other

It's the stereotypical bloke sitting on top of a mountain who knows everything. Don't you just hate people like that?



"Welcome, Prince. Yes, I know everything. This is yours. That ring is a great help to you."



weapons including different types of swords, bows and bombs. Unfortunately all of these have limited use, even the swords, and so Ali always ends up having to rely on his feet and dagger in the end.

His first stop after visiting the castle is the water shrine on the eastern side of the island. After fighting through many dungeons, opening chests, collecting keys and unlocking gates he came across a curious door that bore the same markings as the armband. Suddenly the armband sprang into life and he found he could shoot magic bolts out from it. These bolts don't actually harm the enemies but they can cause mysterious things to happen. The first strange thing

that occurs is that shooting a bolt causes the door to open. Inside is a magic floating cube which transforms into a water spirit. Having released the spirit it becomes part of the armband and can be summoned simply by firing a bolt from the armband into water.

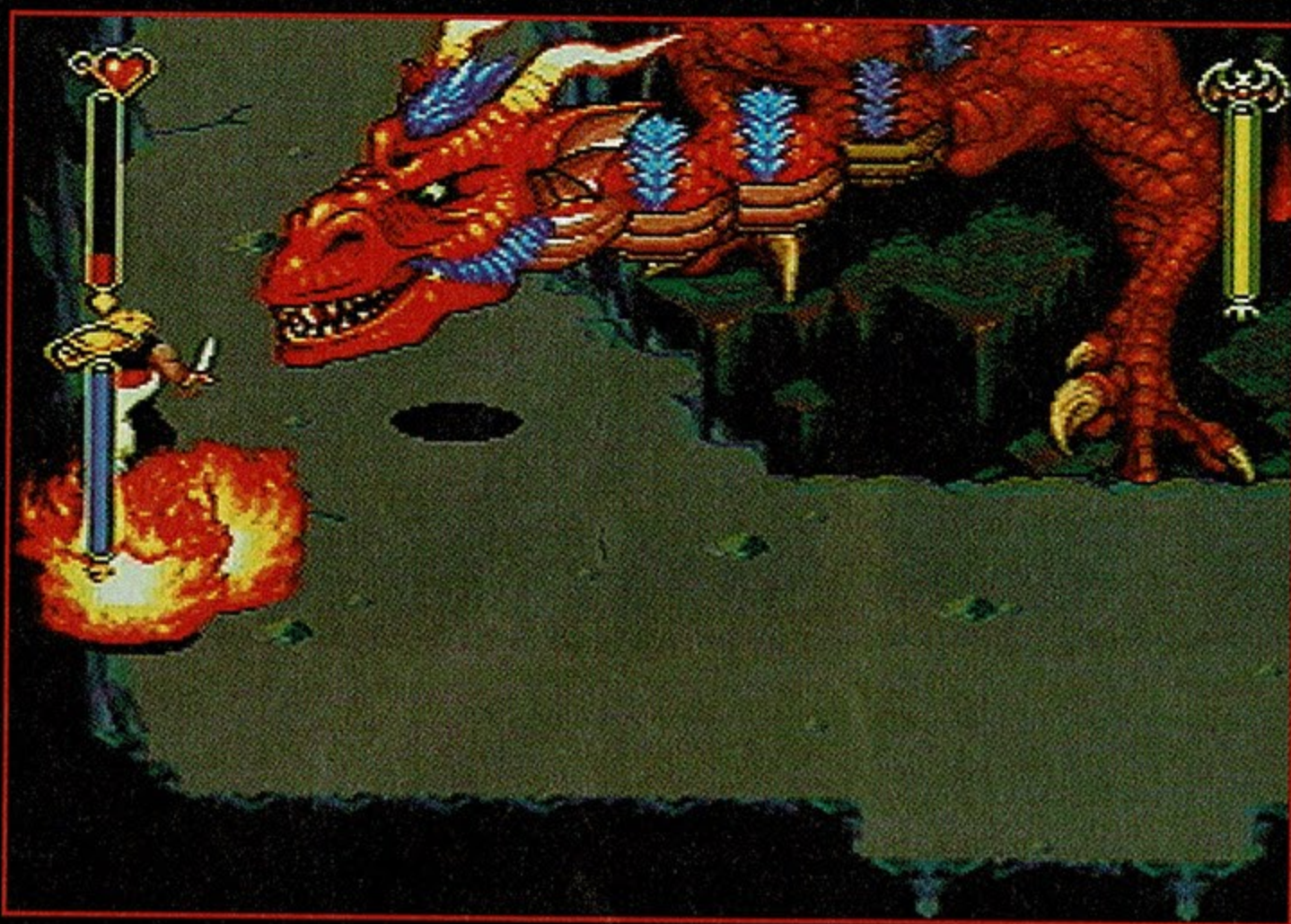
SLIDEAWAY

When active the fairy will attack Ali's enemies, heal him when needed and she can even turn into a raging tornado. It is at this point when you realise that there is so much more to Story Of Thor than there first seems. There are four of these spirits to find and they each have their own special powers and properties. The flame demon comes in very handy



THAT'S THE WAY TO DO IT!

Some bosses might seem unbeatable at first, but with a little help from your friends you will soon see them off



(Above) Bloody hell! This guy is giving me a right toasting

(Above Right) Summon the water fairy and she can try to put out the dragon's flames

(Right) You're not so hard now are ya? Eh? EH?



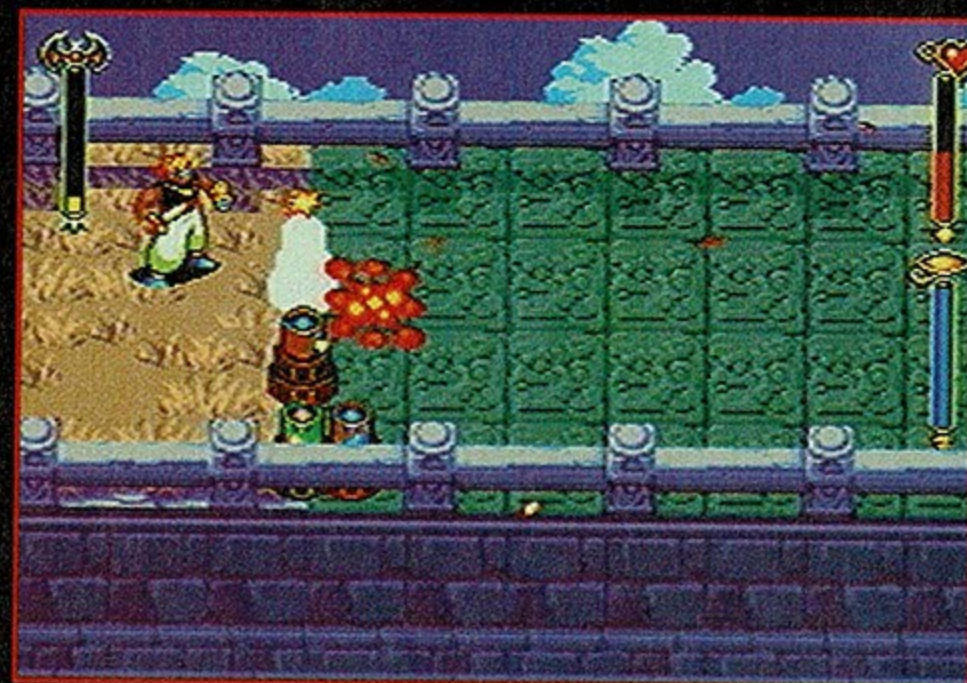
(Left) The map can be called up at any time and shows where Ali is and where he should be going



(Right) When the fire demon lights all the camp fires strange things will happen



The fire demon performs his party trick by lighting the torches which makes the secret door open up



Strange Dalek style robots appear in great numbers at this point



He found Bow, a spirit of plants who had been sleeping in Forest Shrine.

Maybe I don't really want to know how your garden grows...



(Above) This guy is horrifically tough but the fire demon just storms in and punches his stony face in



(Left) This guy is the Silver Armlet and he sends Ali on many different adventures



(Right) The shadow eagerly demonstrates his amazing grabbing powers

(Below) Locked in the dungeon, the only way out is to fight and win



(Right) Contrary to popular belief you can't fight fire with fire. Water is always better



during the later levels as he runs around the screen dishing out fiery death left right and centre. The shadow spirit on the other hand can reach out across gaps and grab things that Ali couldn't normally get to. The fourth and final spirit is a giant plant that looks just like Audrey II and has a bite to match. The point is that only one of these spirits can be summoned at any one time and they have to be dismissed before the armlet's power becomes drained. Later on in the game there are problems that can only be solved by getting the four spirits to perform certain tasks and as the only way to call them up is to shoot the armlet at a specific thing, i.e. water for the water spirit, a reflection for the shadow and so on some of the puzzles become fairly complicated.

WHATEVER

As if this wasn't enough there are

many different bosses to deal with as well. These guys are huge and to make matters worse they look dead hard. Some of them are actually quite easy to beat but at first glance they seem harder than Arnie reading Razzle. Sega claim that this is going to be the game of the year and it could well just be that. Like Soleil the action is incredibly involving and the gameplay grabs you by the jugular with a death

hold that won't let go. The battery back up means that you can take a break every now and then if you really want but it also means that it won't take a competent player that long to finish. Landstalker was one of the biggest games of all time and some people have finished it in six or seven hours of play. This is nowhere near as big, although it is still fairly large with more levels than it first seems but after a day of solid play I found myself at the end of the game. This is the only criticism that I can make of Thor and apart from this it is excellent in every way. Hurrah.



(Above) Talk to the floating cubes to release the trapped spirits

93 PERCENT

"A fabulous game that will keep everyone happy"

Robin Cleveland



GRAPHICS

8



GAMEPLAY

8



SOUND

9



GAME SIZE

8



From: A.L.G.

Release: OUT NOW

Price: £ Import

Levels: 4 Skill Levels

Players: 2

Ready for another Mega-CD conversion of a laser-disc arcade machine, with smeary graphics and poor joypad response? You'd better be...

I have to admit I liked the Crime Patrol arcade machine. I did. Honestly. The main reason was that it was incredibly easy, far easier than any of the other American Laser Games machines, so you got a reasonably long go for your pound. The fact remained though that it was a very shallow gaming experience, and when playing for long periods of time became increasingly dull.

BAG

Well, American Laser Games have decided to bring this incredibly easy but dull arcade machine to your Mega-CD. Supposedly through the wonders of CinePak the picture is as close to the original machine as possible, but if that is the case, this CinePak must be pretty

crap. The first thing you'll notice is the scourge of the Mega-CD, the character block colouring! You know the one, when a large patch of colour suddenly appears on someone's nose making the whole thing look ridiculous. It happened in Mad Dog McCree, and it happens here too.

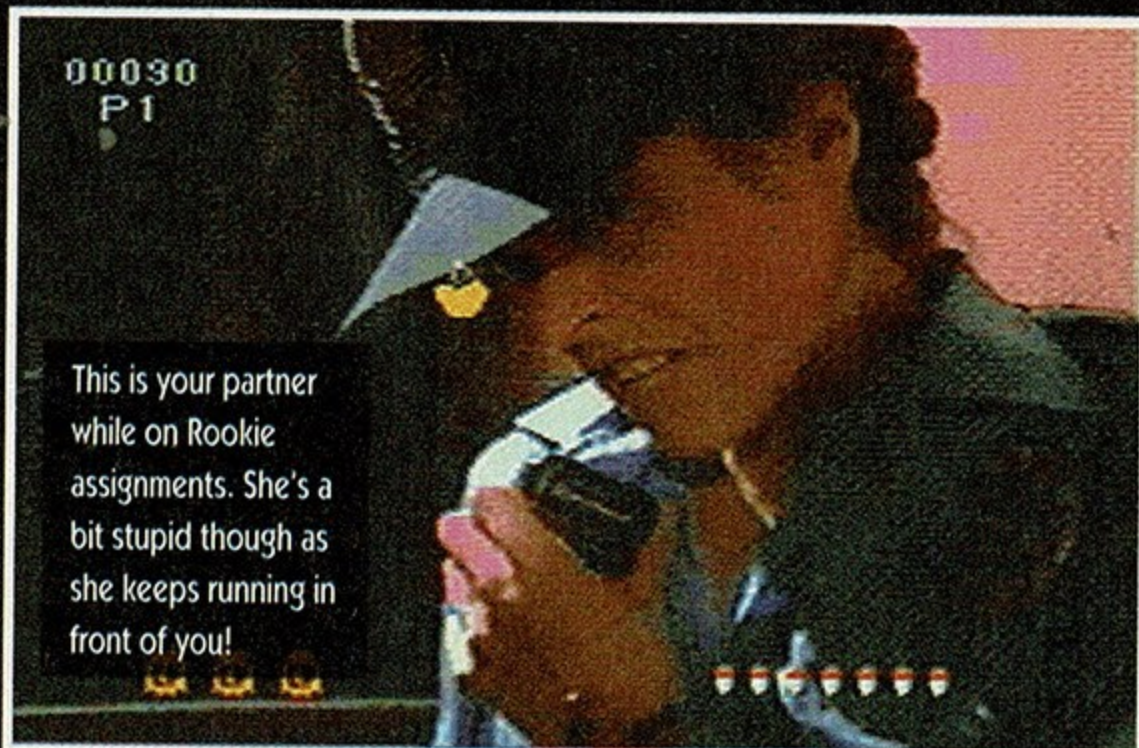
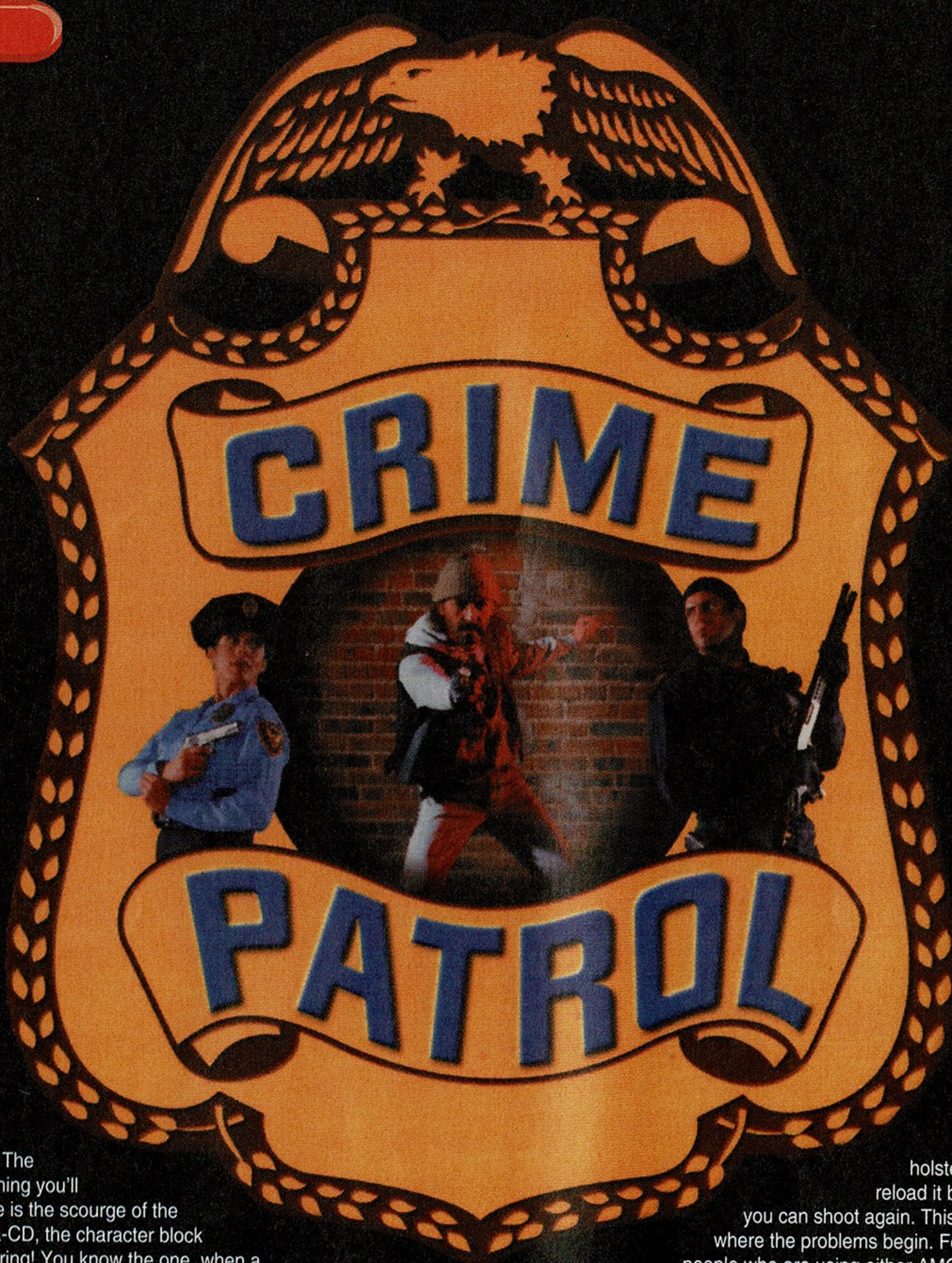
If you ever played the Mega-CD version of Mad Dog then you'll

know what to expect here. It's you and your ten-shooter against as many bad guys as they can cram onto

holster and reload it before you can shoot again. This is where the problems begin. For people who are using either AMG's light-gun or the Menacer this is no problem, simply pointing the gun off screen and shooting fills the chamber again.

OF

For joy-pad users things are different. They have a small gun cursor on screen which is manoeuvred about



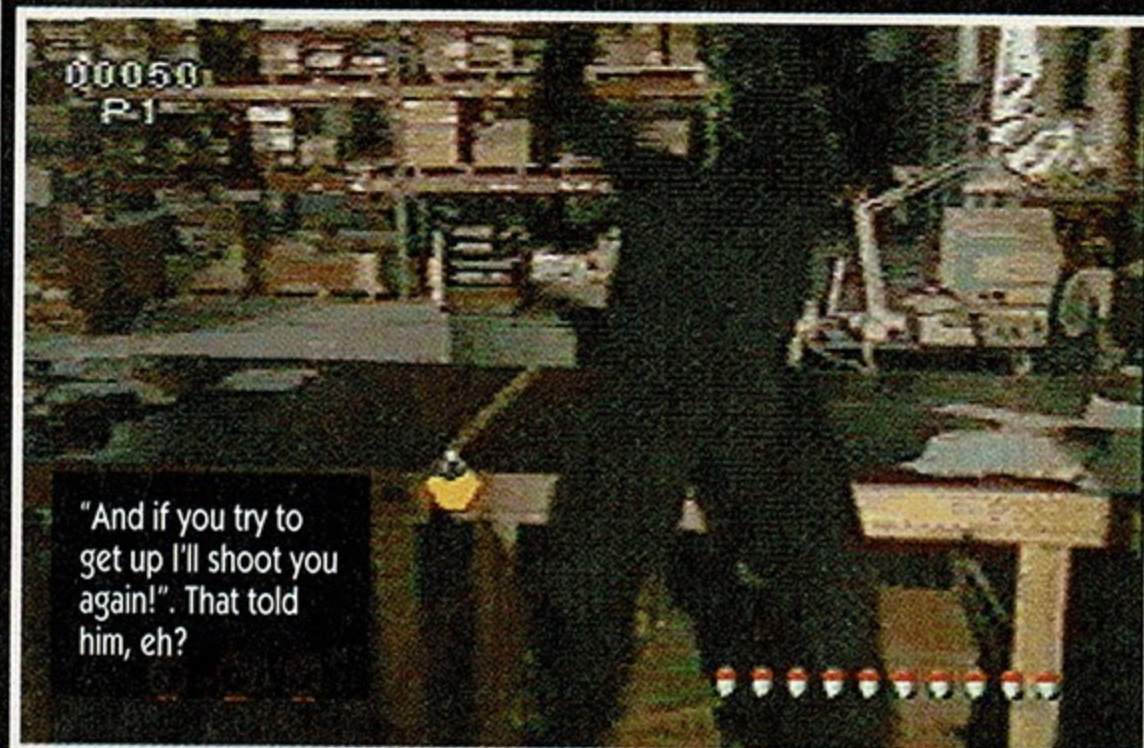
This is your partner while on Rookie assignments. She's a bit stupid though as she keeps running in front of you!



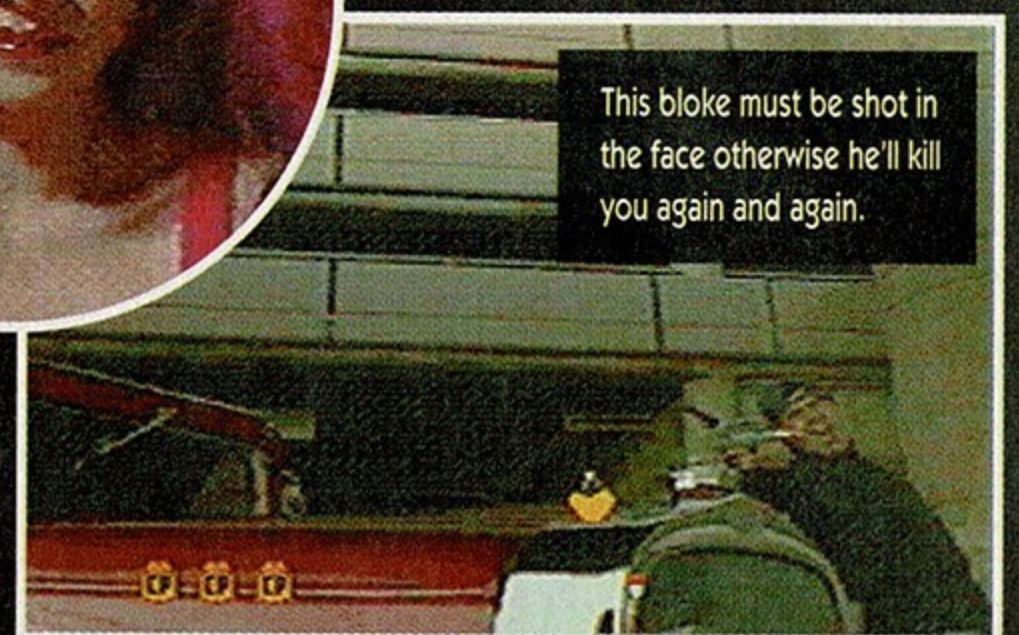
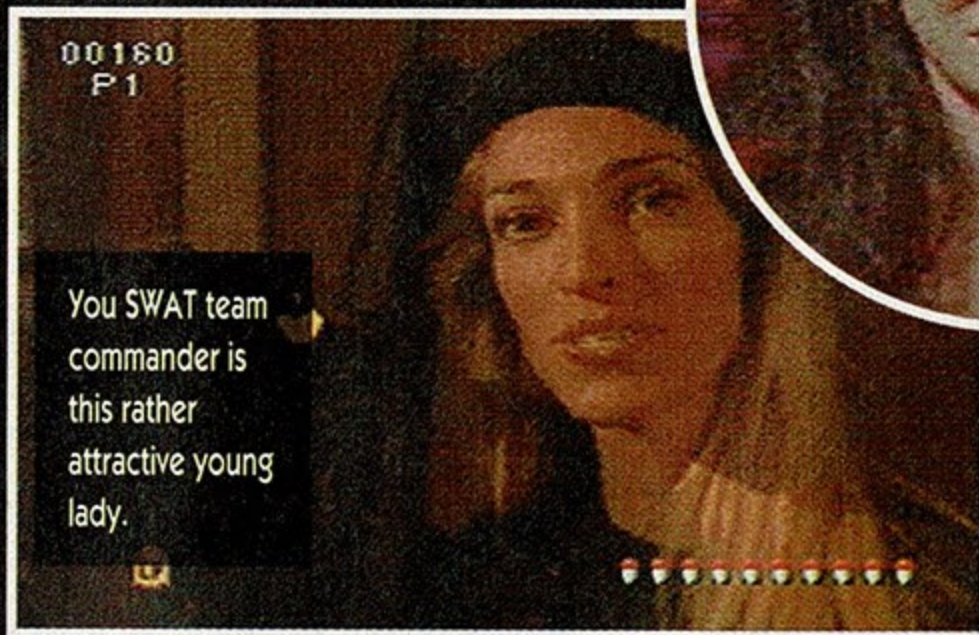
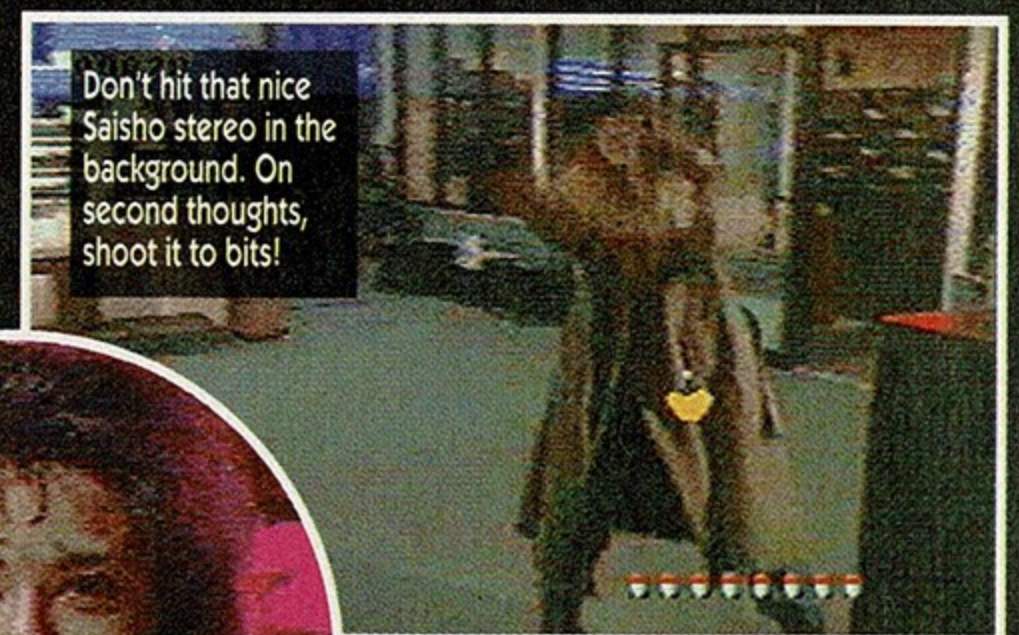
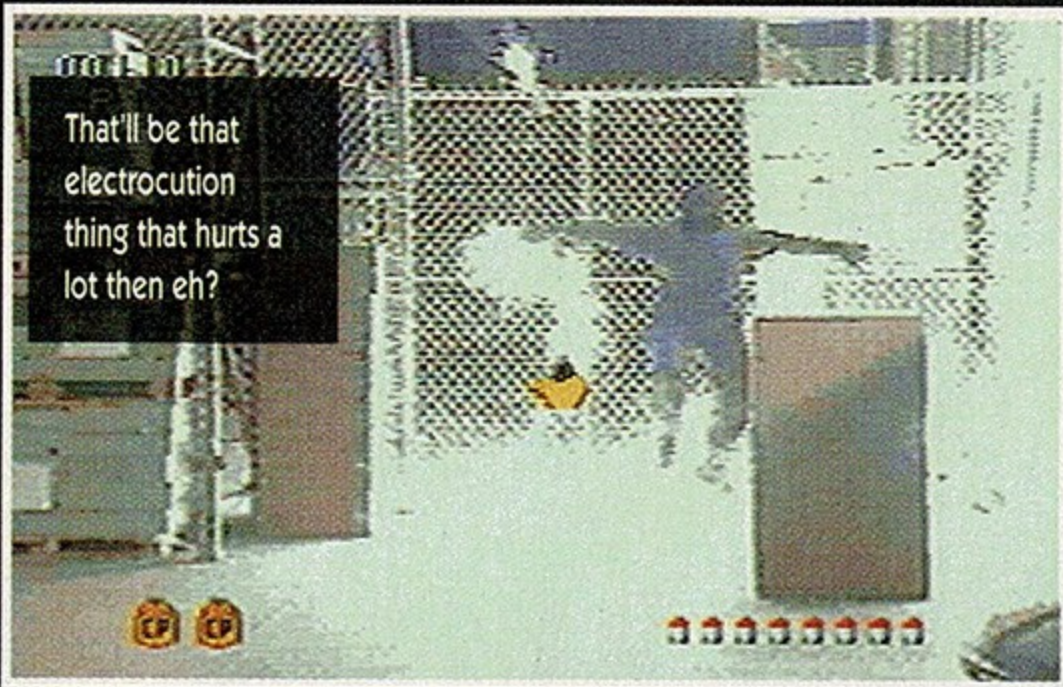
You choose your mission by shooting the appropriate badge



The undercover missions include a drug run at an airfield



"And if you try to get up I'll shoot you again!". That told him, eh?



using the D-pad. Pressing B increases the speed by two, C by four, and B and C by eight. To reload you must move the cursor to the base of the screen and press fire. This takes no time at all if you press the accelerate buttons, but using the speed-ups also make the gun very difficult to aim accurately, and when reloading it takes some time afterwards to re-aim, generally causing you to lose a life.

SHITE

Practice though makes the whole process easier, but it is very unforgiving for beginners. Of course to shoot people you must be able to see where they are, and in some cases you simply cannot. Occasionally all you will see is a small group of pixels on the screen move, and you've been shot. It was a bad guy you see, and you didn't hit him in time. Another incredibly annoying feature is the 'you have to shoot them in a certain place' bit. Characters cannot simply be shot, oh no, that would be too easy. They must be shot in the right spot, and finding it is a case of repeated trial and error.

As an arcade conversion this fails in almost every respect. What was a fairly playable coin-op with superb graphics and sound (from laser disc of course), becomes an extremely difficult game with poor graphics, and characters that are sometimes impossible to spot. Why American Laser Games bothered to convert the machine in the first place is beyond me. It was fine for a quick £1 go, but extended playing on this sub-standard Mega-CD version has only showed me how poor the original was.



45 PERCENT

"A very poor effort all around"

Lee A Brown



GRAPHICS

5



GAMEPLAY

4



SOUND

8



GAME SIZE

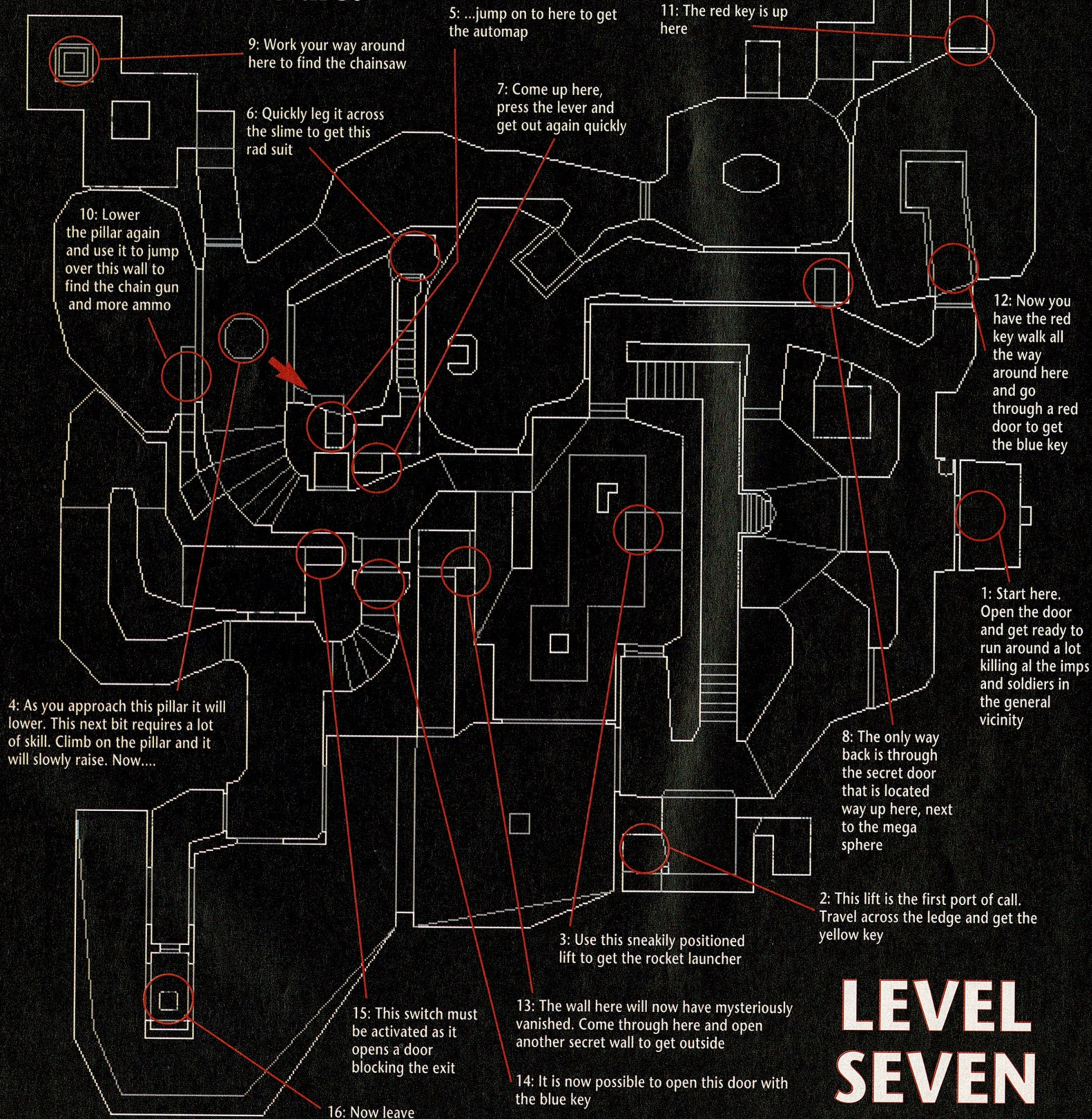
6



Take that, and party. Hmmm, another predictable gag. Perhaps I should think of a new job?



Last month we covered the first six levels of this fantastic game. In the second part of the guide we have completely mapped all of the next six levels showing exactly where all the important weapons and secret areas are.



LEVEL SEVEN

LEVEL EIGHT

6: There are two teleporters hidden away here so that you can go back to earlier on in the level and collect the rest of the health/ammo

7: Come up here, flick the switch, climb the stairs and get ready for the next section of the game

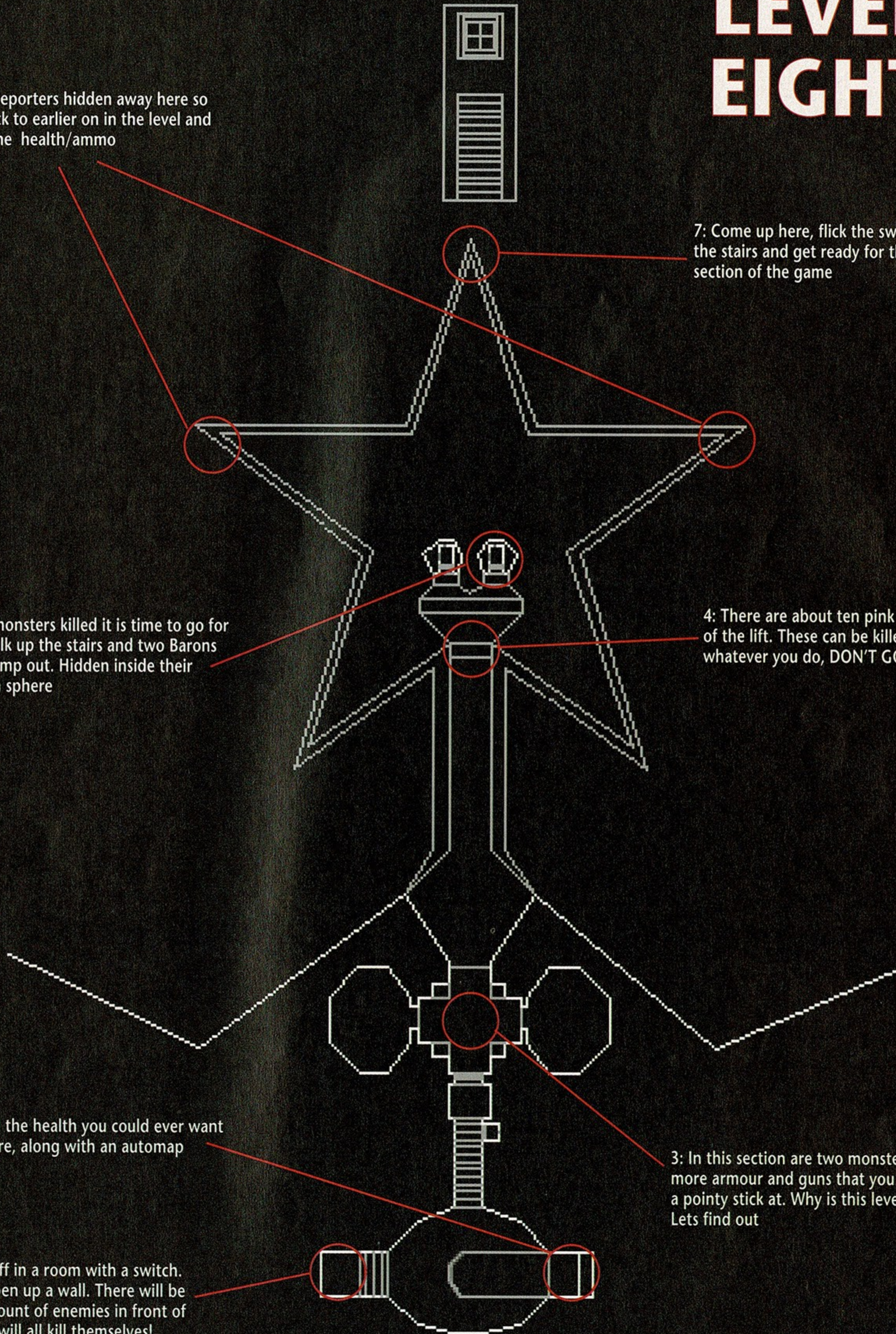
5: With all the monsters killed it is time to go for the big one. Walk up the stairs and two Barons from Hell will jump out. Hidden inside their room is a health sphere

4: There are about ten pink monsters at the top of the lift. These can be killed quite easily but whatever you do, DON'T GO UP THE STAIRS!

2: All the health you could ever want is here, along with an automap

3: In this section are two monsters and a more armour and guns that you could shake a pointy stick at. Why is this level so easy? Lets find out

1: You start off in a room with a switch. Use this to open up a wall. There will be an insane amount of enemies in front of you but they will all kill themselves!



12: There are two switches in this room. Activate the first and stairs will appear giving access to the second. This opens up a teleport in the corner. Be careful for the cacodemon hiding nearby

1: This level is much easier than the previous levels. Start off here

LEVEL NINE

11: Get the complete map from in here

8: I'll have a plasma gun, thank you very much. Now head back to the wall with the two switches on

9: In this secret room is the red key

10: There are two switches here. One lowers the wall with the pink monster on and the other gives you access to a corridor with lots of helmets in

7: A teleport will have been revealed at this point. Jump in, but have lots of ammo ready

2: These guys only have pistols and are easily killed at a distance. Run between the red walls as they can drain your energy.

6: Activate this switch. A small wall will rise up behind you with a switch on either side. Activate both of these too. Now head back to the start

13: It looks like a solid wall but approach it and it will open up revealing another cacodemon. Kill this, open the exit door, kill the imp behind and then finish the level

5: Some armour can be found here. Be careful as these platforms sink into the lava

4: A handy shotgun

3: The blue key is here, but it is heavily guarded. Out of the windows you can see imps and sergeants. Shoot as many as possible and try to get them to fight between themselves

7: The switches on the columns that appear open up the three rooms close by

6: Behold the yellow key. run at it and quickly get the backpack behind it too before it disappears out of sight

1: Turn right straight away and collect the green armour

9: With yellow key in hand you can now get the chain gun from this locked room

2: A switch here lowers the box at the start of the level with the shotgun on top

3: There's not much around here except some ammo, health and plenty of imps

10: Activate the switch to open the door. Go through and stairs will appear

8: Rocket launcher

5: Yet more green armour

4: More green armour

13: Red key

LEVEL TEN

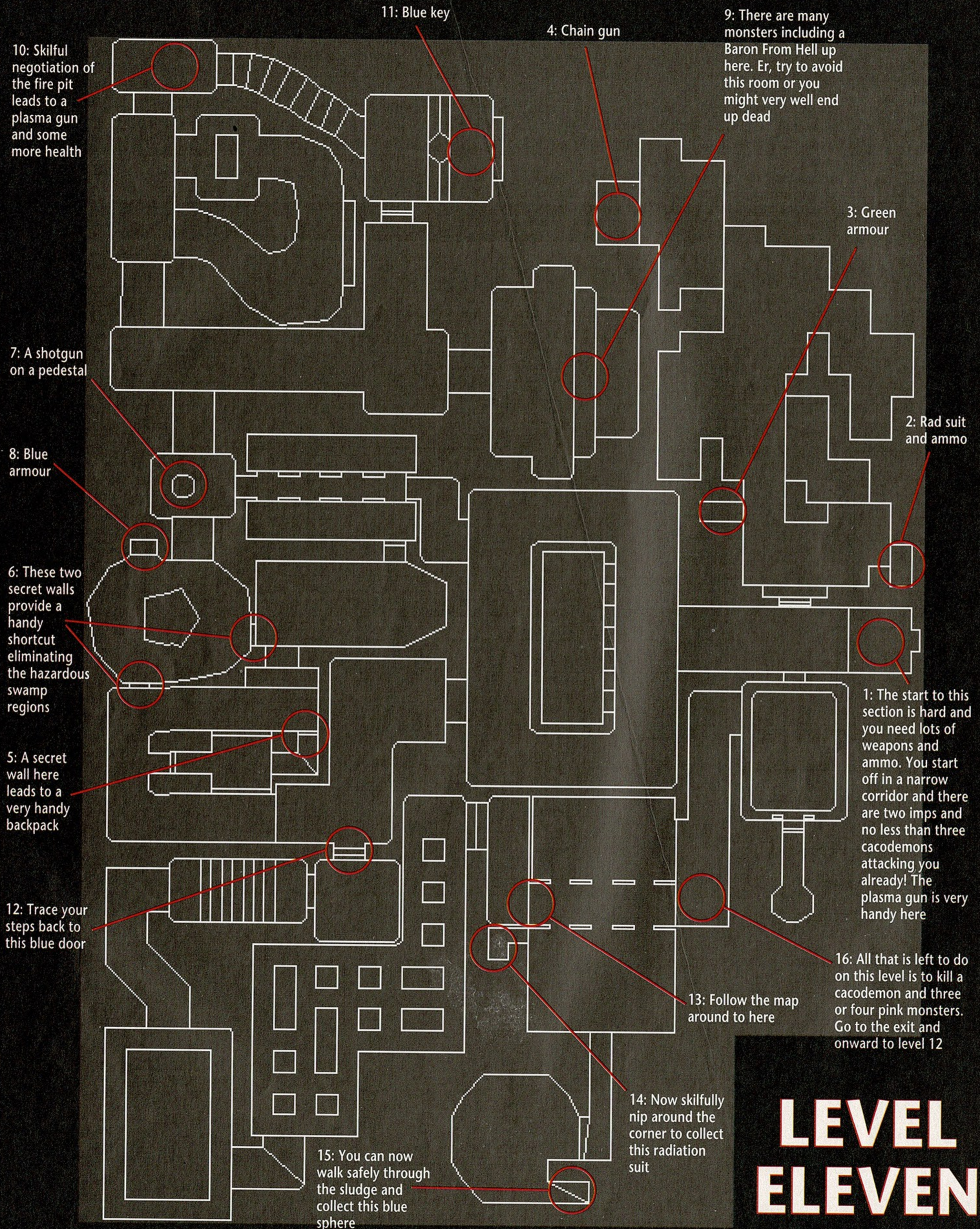
15: Press this switch and the column on the left will lower revealing another plasma gun

14: Blue armour

16: This switch raises a drawbridge allowing access to the exit. Time to leave

11: Walking into the corner of this room will activate a trip switch. Turn around and you'll see a section of wall across the slime has lowered to reveal a soul sphere. If it closes before you get it just walk up to the wall and activate it as normal

12: Blue Key



LEVEL ELEVEN

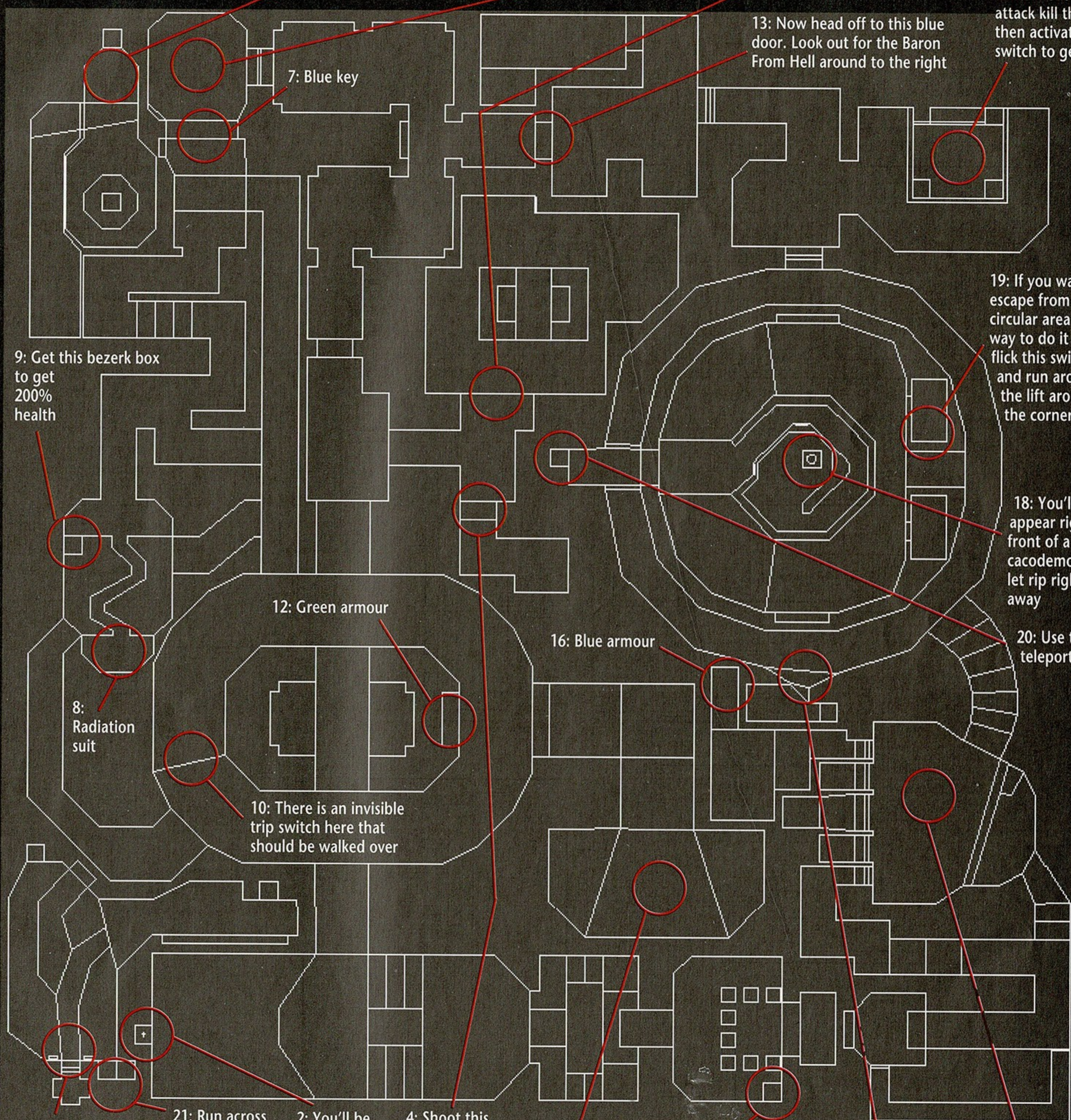
LEVEL TWELVE

1: Oo-er, this level is a bit complicated. Right. You start here and the first thing you'll notice is that there is a flashing light. The area of wall that lights up opposite the torch is a secret doorway. Open it and go in. Then hop on the teleport

6: Clean pants please mum, a Baron From Hell is lurking in this room. Kill him, activate the switch and hop on the lift that lowers

5: Enter this room and a shotgun frenzy will occur. You'll get sealed in and the release switch is guarded by a cacodemon. It isn't really necessary to come here if you don't want to

14: A simple trap can be found here. When you walk towards the yellow key the door to the left will open and some monsters will attack kill them then activate the switch to get out



7: Blue key

13: Now head off to this blue door. Look out for the Baron From Hell around to the right

9: Get this bezerk box to get 200% health

19: If you want to escape from the circular area the way to do it is to flick this switch and run around to the lift around the corner

18: You'll now appear right in front of a cacodemon, so let rip right away

12: Green armour

16: Blue armour

20: Use this teleport

8: Radiation suit

10: There is an invisible trip switch here that should be walked over

22: You'll see a bridge has appeared. Go to the exit door but don't open it. Turn around and you'll notice another bridge has appeared. Cross it to get the blue sphere and then finish the level by going to the exit

21: Run across the flames, press the switch then jump in the teleport. You'll appear back at position 20. Walk off the teleport pad and back on it again

2: You'll be attacked by a sergeant and three imps immediately. Kill them and head up the stairs

4: Shoot this section of wall with a standard bullet and it will open up. Stick your head around the door to find a chain gun and ammo, which will come in very handy straight away

11: In this room there is an extraordinary large amount of pink monsters, a radiation suit and a blue sphere

3: Press this switch and the columns next to you will lower allowing you to collect some green armour and the computer map amongst other things. Unfortunately there are three fire skulls, two pink beasts and a cacodemon in there as well. Bummer

17: The more observant among you will notice a small hole in the floor here. Drop down, open the secret wall and collect the plasma gun. Then hop in the teleport

15: There are lots of monsters and items to collect in this complex region but it isn't really worth the time going around here

MEGA

NEXT MONTH: THE REMAINING MAPS AND MORE TIPS!

Another month, another Mega Mouth with yet more inane babble from the masses of Mega readers. Perhaps this month we'll get some letters with more bite, but then again, back iin the real world.....

Dear Mega,
I am going to take this opportunity to say how funny and brilliantly written your mag is. After reading your mag for Jan. '95 43 times, including 6 times back to front, 4 times upside down, and twice at an angle of 68 degrees I noticed not only how brilliant it was, but also the crap quality of the letters you receive. I mean all they ever say is:

Can you answer this?

I want to know this?

Tell me this?

Fair enough, people want to know stuff but has nobody got the imagination and wit like Mega Staff Writers?

Anyway, I do have a reason for writing to you: I am the brother of the late General Jools (sob)(cry). I read in your in depth review of Cannon Fodder how he was brutally killed by some SMEG!(GIMP! DWEEB! and total DUNCE!) with a bazooka trying to be a good guy. CRY!!

Anyway, my brave brother left a will and he (God rest his soul)(sob) left me the following items;

1 smelly sock, a half full can of cola and a cookery book with pages 52 and 67 missing, and page 108 a little chewed at the edge.

And of course Cannon Fodder, the game he starred in and it got rated 90% all because of my brave, brave bro!(sob) He said in his will that you very decent and witty writers at Mega know the whereabouts of the last item mentioned in the will. If you could send it A.S.A.P. me and my grieving family would be very grateful.

Thank you (sob) Mega.

Anto Jools, Lancs

Dear Anto,

We were very sad at the passing of your late brother (sniff). Perhaps you might want to know the exact circumstances of his death. I (Rich) was in charge of the platoon and both Jools and Jops had successfully managed to survive the first few missions. The atmosphere was tense and liquid refreshment was the only way to ease the men's nerves. Off I went to get what is referred to as 'a cup of tea' when Commander Lee jumped in the hotseat and ordered the lads back into action. Upon my return (sob) I was horrified to see that the foolhardy warrior had not seen a soldier with a bazooka hidden away and it was too late - Jools was gone. The reason I say this is that it is not the enemy who is to blame here but the sad misguided judgement of a fallen leader, a certain Mr. Brown. May crows peck out his eyes and defecate in his sockets. May the flames of hell reach out and tickle his dangly bits for all eternity. KILL! MAIM! DEATH! REVENGE IS MINE!

Blimey. It looks like I've just accidentally done the poor chap over by inserting a copy of Cannon Fodder where the sun don't shine. Hang on a sec, this is the copy mentioned in Jools' will! Problem is, I can't get it out again and I doubt you'd want a copy of it in such a highly unusual cartridge holder. Sorry mate. Ooh look, he's still alive after all. Phew

Dear Rich,

Just thought that I'd take this opportunity to ask whether there is going to be a pool game released on the Mega Drive after the emergence of Jimmy White's Snooker.

Another question would have to be

whether Sony, the producers of Sensible Soccer will offer a similar deal as they did on the Amiga where you can send in the European Champions edition for a small charge and swap it for the World Champions edition.

If an answer to these questions could be published I would be very grateful.

Joe Sheehan, A poor but computer mad student from Huddersfield

Dear Joe,

It is highly unlikely that there will ever be a pool simulation on the Mega Drive as most people would rather play it for real with a large group of mates than fork out fifty odd pounds for a console version.

Admittedly there were computer pool games on other formats but these were all relatively cheap, much less than the standard Mega Drive cartridge.

As for Sensi, it's a great idea but it's no go I'm afraid.

Dear Mega,

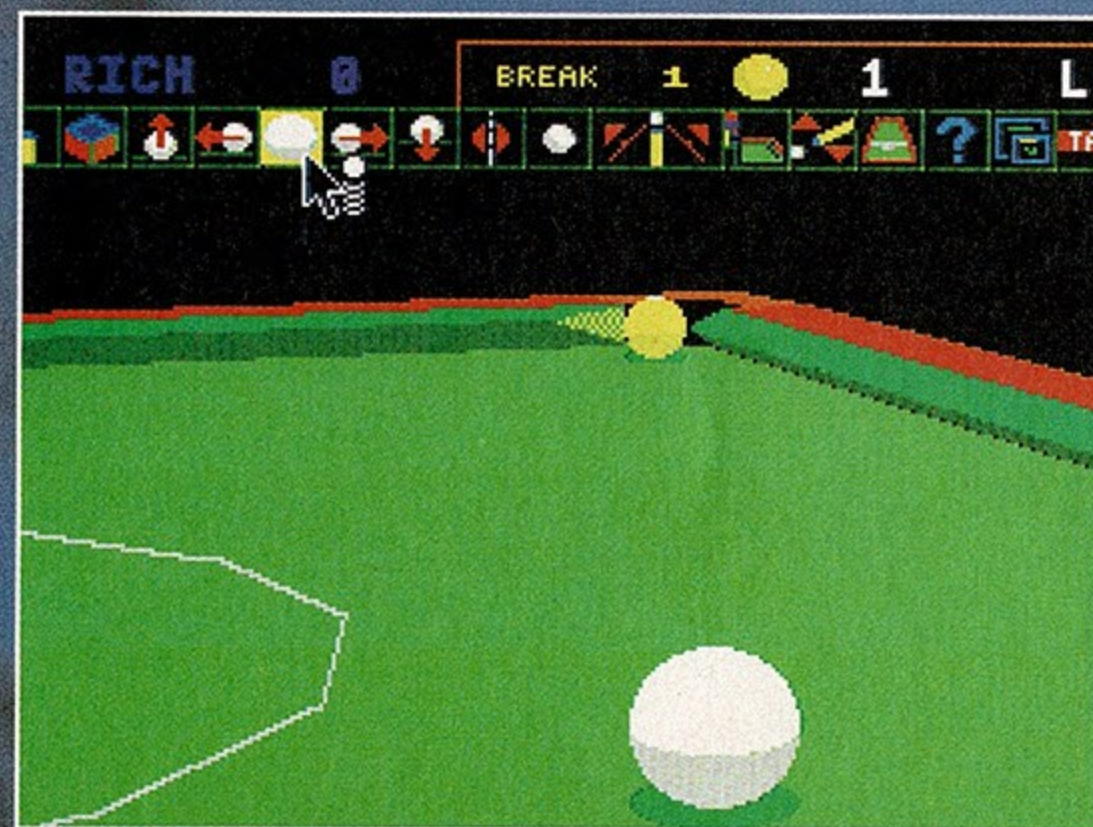
I know you have to put up with this all the time but could you please answer this ridiculously small amount of highly interesting questions?

1) Do you know if any of the following games are coming out on the Mega Drive; Virtua Fighter, Doom, The Settlers (an Amiga game). If not then guess

2) Do software companies send you their games to review free or what?

3) Will Theme Park on the Mega Drive be as good as the PC version?

Oh, by the way, is there any chance of you sending me a free Mega Drive, Mega CD, 32X Saturn, Every game ever released and a cheque for £500? (Worth a try wasn't it?)



WE'VE GOT THE ANSWERS

MEGA MORON

Dear Mega

Please print this letter because it's the first letter I've ever wrote to you.

1) I've got a copy of Micro Machines 2 and strange things keep happening on it e.g. it stops in the middle of a race. Is there something wrong with it?

2) On Sonic and Knuckles how do you get the level select to work

3) Will Magic Carpet come out on the Mega Drive or 32X

4) Why put Sensi at the top of the Top 50 when much better games are coming out like FIFA '95?

P.S. Give us a copy of Urban Strike will ya?

Andrew Nelson, Bishopton.

Dear Andy

1) No. In fact crashing horribly is one of the games main features. Haven't you read the back of the box? At the end of the bit where it lists the features it says 'this game is meant to go wrong when you least expect it so under no circumstances take it back to the shop and ask for a new one that doesn't crash'. Is anybody home?

2) Try using an action replay and pressing A and start at the

title screen

3) Sure will, just after Panzer Dragoon is released and Lord Lucan marries Princess Di

4) How about because it's better than FIFA '95?

P.S. OK then. Wait a minute, on second thoughts, I'll send it to my Mum instead.



Robert, Northampton

P.S. I have some great Urban Strike codes, any chance of MKII?

Dear Robert,

1) Virtua Fighter has just been announced on the 32X but won't be on the standard Mega Drive and neither will Doom. I've never heard of The Settlers, so it seems unlikely

2) Yes! Good or what! Before the entire readership turns green with envy I would just like to point out that when we review games they are hardly ever boxed copies and are nearly always sent on EPROMS or flashcarts (reprogrammable cartridges). These are both reusable and expensive, so software houses tend to

like to have them back, and under no circumstances do we send them to our friends and relations. No siree

3) Down at Bullfrog I saw a very early playable version of Theme Park and it looked just as good as the PC version with even more features and rides! Naturally the graphics and sound aren't of such high quality but unless something goes horrendously wrong since then no one will be disappointed by it
P.S. Ho ho

Dear Mega,

I am a pupil at Wirral Grammar School and am currently taking GCSE Business Studies. As a part of the course I am

required to investigate a business problem and I have chosen that of overpriced games. To write a good project I must do plenty of research and so I am interested to hear as many views as possible on this subject.

Being a regular reader of your magazine I know that you provide the most honest opinions and detailed information you may have found on this topic, or any views that you have yourself on the price of games cartridges. Factual information such as where the money the consumer pays goes would be useful.

Also could you please give me the address of Sega in the UK to find out its opinion on games prices.
Michael Shevlin, Merseyside.

Dear Michael,

It's this old chestnut again. Admittedly prices of games cartridges are fairly high but they aren't artificially high. Firstly the games have to be programmed by development teams, tested, artwork is commissioned and manuals are written. Then the cartridges have to be built, which costs more depending on the size of the game and the size chip required. The finished carts then have to be stored in a warehouse. Problem is, they're all made in Japan and have to be shipped over here, and stored in warehouses here too. Bearing this in mind it is not surprising that when the games reach the retailers they are quite expensive, as everyone involved in the whole process wants to make a profit, the retailers being the ones who make the most per unit sold. Perhaps the question you should be asking is not why the games cost so much, but whether any game is worth £50 in the first place.



Yep, it's Virtua Fighter, and yes, it's abso-bloody-lutely fan-bloody-tastic. Mate.

STRAIGHT TO THE POINT

Dear Mega,

I have noticed the lack of humour prevalent within your pages, and thus enter this 'joke'. "How can you tell when your TV is upside down? Because Widnes Rugby League Club are at the top of the league!"
Joan Brown, Widnes.

Mega Says:

For the first time in ages a funny gag! Being an R.L. fan from the North West I actually appreciate this!

Dear Mega,

These letters from B. Orange in Billinge are becoming increasingly tiresome don't you think? And since when did O'Reilly rhyme with Bailey?
J. Noakes, Sevenoaks.

Mega Says:

Oh yeah? I think Bailey rhymes fine with O'Reilly. Anyway, haven't you got better things to do, like find Ted Moulton and Shep?

Dear Mega,

Loved the Virtua Fighter coverage, any chance of some more Saturn stuff?
T. Goff, Harlow

Mega Says:

Of course there's more chance. Haven't you seen the Victory Goal review. And there's more stuff coming, including Daytona USA!

Dear Mega,

You guys are so much better than the Future writers, so any chance of a free cart then?
J. Hopkins, Leeds

Mega says:

I see, the good old 'praise them and try for a cart in the following euphoria' routine. Two possible answers, and the correct one isn't yes.

Dear Mega,

Don't you think the software houses are stupid? Pulling out of a Mega Drive market with over 1 million installed users?
S. Stewart, Middleton.

Mega says:

A very good point, and one which the next-generation-obsessed software houses would do well to take note of.



It's the tip top tippiest tips page. (Didn't the old Mega team do that before - Lee) (Yeah, but it was along time ago and no-one will remember -Rich) (Oh, alright then - Lee)

RED ZONE

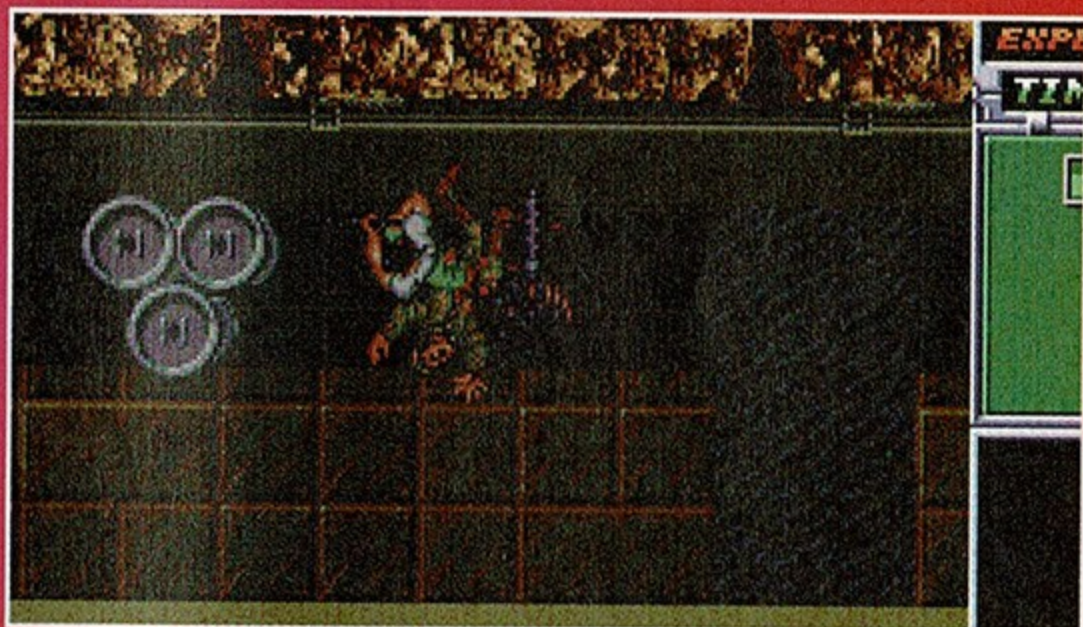
Stuck on this unbelievably hard game like Lee was? Yes? Well have I got news for you matey bobs as I have a massive list of passwords here in front of me for all the missions, a secret game, and invincibility as well! These are all courtesy of Andrew Harding from Chiswick who obviously knows something that he's not letting on. As the sender of the star tip this month he wins a copy of, wait for it, Story Of Thor! These codes start you on the appropriate level as normal

MISSION	CODE
2	ABACBCBCABA
3	ACCCBCABBCA
4	ABACBCBCACC
5	BAAABBBCCAA
6	ABBABCAABCA
7	BAAABBCAAAA
8	ABBABCAACAC

To start on a mission and be invulnerable, use these codes

MISSION	CODE
1	BAABAACBCBA
2	ABBBABACBBC
3	BAABAACBCAA
4	ABBBABACBAC
5	BAACAABAACA
6	ABBCAACACCC
7	BAACAABAABA
8	ABBCAACACBC

Finally, to play a hidden game of asteroids use the code ABCACACBCAC



GENERATIONS LOST

Another great game from Time Warner is Generations Lost, even though it has some very bad jokes in it. To get to level 2 use the codes AGES or DUTY. To get to level 3 use the code WARM

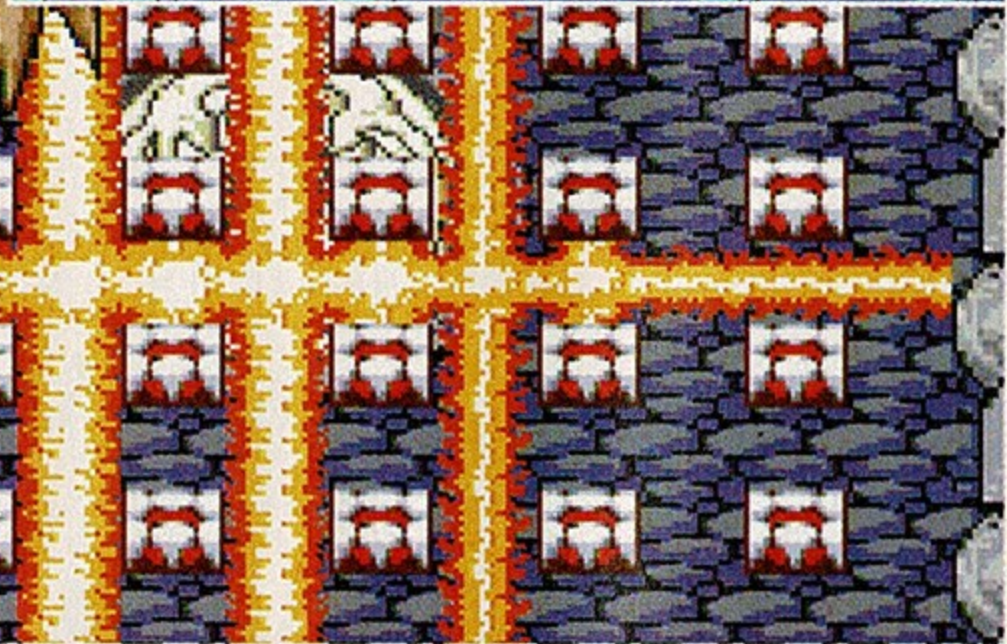
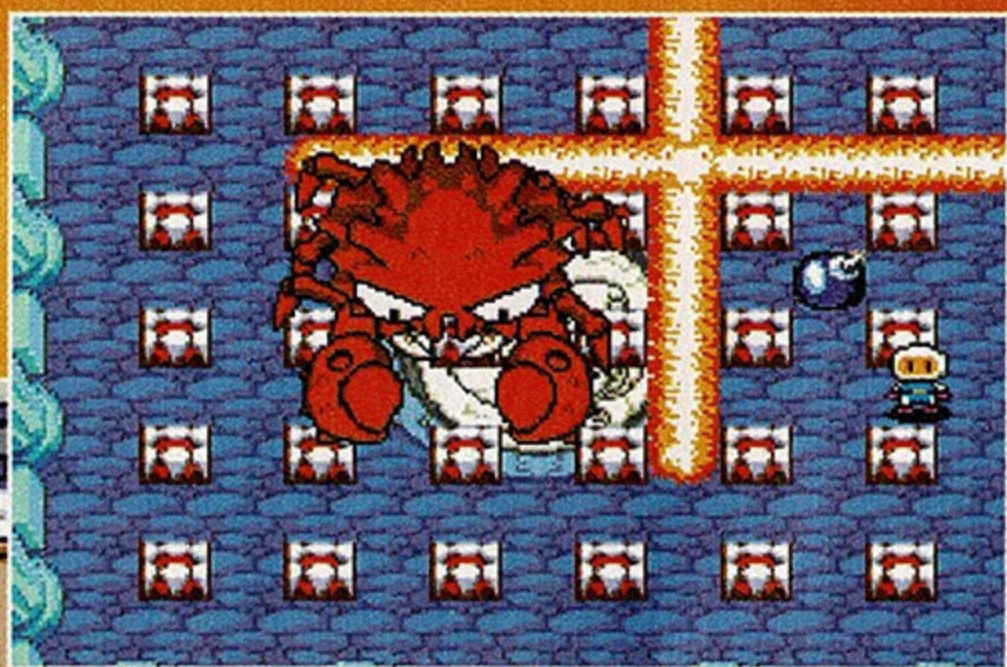


MEGA PLAY

MEGA BOMBERMAN

Bomberman must be a popular game as we have been inundated with passwords for this explosive little gem. Use these codeds to reach the bosses on the various levels

- 1 7420
- 2 3351
- 3 3352
- 4 5653
- 5 7954
- END 0515



BUBSY II

Alas, poor Accolade, I knew them well. Oh dear. Never mind though as Bubsy lives on and he can live even longer with these furry cheats. Enter the following codes on the title screen to make things a bit easier. When each one works you will hear a sound

- B, U, B, B, A Lots of lives
- R, U, B, B 99 Holes
- B, A, L, L 99 Balloons
- B, L, U, B 99 Diving suits



MEGA TIPS LIST

AFTER BURNER 2

- On the intro screen hold down A, B, C and START. When the carrier appears, select your start level with LEFT and RIGHT.
- When pressing the speed-up button, wait until you reach max speed then double tap the speed-up button for an extra burst.
- For 100 missiles press LEFT and B on stage 3, right and B on stage 5, B on stage 9 and right and B on stage 11.
- For 100 missiles press LEFT and B on stage 13, right and B on stage 16, B on stage 19 and right and B on stage 21.

ALADDIN

- Pause, press A, B, B, A, A, B, B, A, and you can skip any level.
- On the title screen press A, A, C, A, C, A, C, A, C, B, B then B and Dave Perry's digitised face will appear. Then an options screen will appear.

ALIEN 3

- Using pad one, enter the options screen. On pad two, press C, UP, right, A, LEFT, A, right and A. Listen for the sound, then start the game as normal and pause. On pad one press START to pause and then C, A and B. The screen should go green. Unpause and you'll skip the level.

BART VS THE SPACE MUTANTS

- At the end of the level, stand under the last window of the retirement home and use the whistle to get more money.
- To get your hands on Moe, you have to stand on the stool, put your coin in the phone box and then do the following. Press LEFT and C together, and Bart will skid off. Touch only button C, but keep LEFT pressed until you pass the door. Stop, press right to turn towards the door, and wait for Moe to come out, then spray him.

BATMAN

- On level three, get the extra life from the first chimney. Continue upwards then return. Repeat nine times for nine lives.

BATMAN RETURNS (CD)

- On the options screen highlight Game Type. Move it to Driving and hold the pad LEFT and press the B button. Move the pad down to Difficulty, hold LEFT and press the B button. Do this down to option 7. Once you reach the last option, repeat the procedure all the way back up to the Game Type option. You will hear a ring. Now change any option you want. To skip levels, pause and press button C.

BATMAN: REVENGE OF THE JOKER

- Enter the number 5257 on the password screen. A row of mushroom things will appear. Now enter your new code with the level you want, then the stage on that level, then 0 and 0 to finish off the codes. So for level 6, stage 3, enter 6300.

BIO-HAZARD BATTLE

- Here is a level select. Wait until the Sega logo appears and then press and hold button C. Now, with C held down, press the following on the Joypad: UP, E, right, E, A, E, LEFT, E and UP. Then press START.

BLACK HOLE ASSAULT

- For a hidden game, enter your name as AZY. Choose Operation BHA. Highlight and then enter AZY. Now you can play a game of pong called Black Ball The Assault.

- To kill someone instantly, enter your name as BIGNET. Play the game, but if you're losing, press START on the second pad and your opponent will fall over.

- For invincibility, do the same as above but your name is MUTEKI.

BULLS VS LAKERS

- Use the following password and the codes below and you can choose which team you want to play as and which team you want to oppose. Enter (opposition code), (your team code), then OGPBBB.

Opposition:
Eastern: B - Bucks, C - Bulls, D - Celtics,
F - Pistons, P - 76ers, R - Hawks, 9 - Pacers, M - Seattle

Western: V - Golden State, W - Blazers, X - Lakers, Y - Spurs, I - Houston, 3 - Phoenix, 9 - Utah Jazz

YOUR TEAM:

Eastern: D - Bucks, X - Bulls, N - Celtics,
S - Pistons, 8 - 76ers, 4 - Hawks, J - Knicks, 0 - Pacers

Western: 6 - Golden State, B - Blazers, L - Lakers, G - Spurs, Z - Phoenix, V - Utah Jazz, 2 - Houston, Q - Seattle

CASTLE OF ILLUSION

- When you have finished a level, press START while your score's being added, for extra lives.

- Kill the tree-trunk boss by waiting to the left of the screen and firing apples at him when he's a tree trunk.

CASTLEVANIA

- Use the usual UP, UP, A, A, LEFT, right, B and A on the title screen to gain access to a level select, while at the same time gaining 30 lives and switching the collision detection off.

- Select practice mode and start the game. Above the air portal you'll see a platform, and

to the right of this is another platform. Stand on it, select and use the passage spell, and then look at the big overall map. You'll have completed the first 12 levels.

CHUCK ROCK

- While the band plays, press ABRACADABRA and the guitarist will smile. Also, press A, B and C together, start the game and then press UP while holding A to advance a level.

CHUCK ROCK 2: SON OF CHUCK

- Pause the game, and press B, A, right, A, C, UP, A then A and unpause the game. Now pause it again, and press A and right to go up a level, or press A and UP to skip the entire zone.

CHUCK ROCK CD

- Level 2: GJFKFN, Level 3: PDPKKN, Level 4: JWNTXF, Level 5: TSFNVP

COBRA COMMAND

- Here's a level select. Start on the title screen so that the Game Start and Config Modes options appear. Now press UP, LEFT, right, right and UP. The sound of an explosion will let you know the cheat has worked. When you start the game, and the level name and number comes up, press LEFT or right to move through the numbers. Press START while playing a level and you complete it.

COOL SPOT

- Go to the options screen and press A, A, B, B, C, C, C, C, B, B, A, A, A, B, B, C then C. A digitised image of David Perry will appear, followed by a programmer's cheat screen that enables you to choose infinite lives etc.

CORPORATION

- The most important weapon is the bomb, but don't use it until you're in prison.
- If thrown in prison, check your pockets...
- Don't buy a lock-pick, simply find one.
- Go to the music demo bit and play the music for level six. Now press A, C, A and B.

Go back to the title screen and start the game. When the level screen comes up, hold B and press UP to choose your level.

CYBORG JUSTICE

- For a secret options screen press C, B, B, C, C, A, C and B when playing Arcade mode.

DEADLY MOVES

- Here are some character codes:
Warren - XXI E4T2 OZY, Vagnad - WBY MFDI HOZ, Li Yong - WBY E42Q UZI, Baraki - HB1 Y9JK D4W, Bu-oh - HBB MFO6 NNN, Gaoloun - HY6 Z9J3 W47.

DECAP ATTACK

- Land on top of a bouncy pole. If the red segments turn white, your life is replenished.

DESERT STRIKE

- Here are some codes: Level 2: BQJRAEF, Level 3: TLJKOAP, Level 4: WTEOVJP.

- For ten lives instead of three enter code: BQQQAEZ.

DRAGON'S FURY

- Enter UUBV99BQRE for 73 balls and 505,705,300 points. Enter ALCLAE8ECK for 21 balls and the end-of-game sequence.

- This tip lets you get the 2,000,000 special score. Launch the ball and hold down both flippers. The ball should pop into the head.

ECCO

- Here are the codes for the levels:
The Undercaves - WEFDNMP, The Vents - PUDPXJDK, The Lagoon - TCX5XJDT, Ridge Water - QZOMOQLE, Open Ocean - KEQKALGF, Ice Zone - FJTZCLGZ, Hard Water - TRAWCLGZ, Cold Water - IBRWXREO, Island Zone - WTCVAREH, Deep Water - UHPHVREN, Marble Sea - ELNLXREF, The Library - TSGPXREX, Deep City - TOVHXREB, City of Forever - GACTXRET, Jurassic Beach - QDZAVNLK, Pterandon Pond - BQVVAPEA, Origin Beach - GRPZAPEE, Trilobite Circle - UCJDBPEC, Dark Water - ZDCHBPEF, Deep Water - YBDIBPEG, City of Forever - YUPIGPLV, The Tube - MIBFKMLH, Welcome to the Machine - VUFBKMLC, The Last Fight - KTPMLMLM

- Enter your password as SHARKFIN and you'll start on the Lagoon level. Your breath meter has now gone and you can stay underwater for as long as you like.

- For a secret options screen pause the game with Ecco facing you (half-way through his turn), then press right, B, C, B, C, DOWN, C then UP.

ECCO CD

- Pause the game half-way through a turn - when Ecco is facing you - then press RIGHT, B, C, B, C, DOWN, C and UP. A hidden menu screen will now pop up.

EURO CLUB SOCCER

- Take your pick of the following English teams to play as in the final:
Norwich City - 373UAA4IGC (vs Rangers), Liverpool - SAHEAA6ICA (vs Celtic), Aston Villa - BEDUAA7ICA (vs Real Sociedad), Spurs - J6CUAA8IHA (vs Celtic), Arsenal - ZWNEAA9IAE (vs Bordeaux).

- Enter your password as THREE SHREDDDED WHEAT, with each word on a separate line, and your player will be able to kick very hard.

- Enter your password as QUITTER and when you quit a match you won't forfeit the game - the score will remain the same.

EX-MUTANTS

- Go to options and set the music to 05 and the sound FX to 21. Highlight EXIT and then hold down A, B and C before pressing START. Shannon will say "too easy" and a cheat screen will appear.

FI CIRCUS

- To skip training mode, select step one of training, and as the starter counts down to 0, move into reverse and drive backwards around the course for a good lap time. If you continue to clear all the round like this, six teams will try to sign you up.

F-1 GRAND PRIX

- Start the British Grand Prix in a McClaron's car: NABCTPHSNGKTXIBDDE GMHJJKLMTFJ HOILKL LONVORQX LQMW

F-22 INTERCEPTOR

- Teleport to the final HQ message in the final two levels: Russian challenge - KSQGV, Aces - MH01K1, Korean - BIOF8P, Iraqi - GTGE8V, American - 6PGE02

FATAL FURY

- To increase your continues, press and hold UP on the continue screen and then press A, B and C together.

- On the game-selection screen, press and hold LEFT. Select your mode and you can now play as the boss Geese. Hold button C when selecting one player vs computer and you can select your opponent.

- On the options screen select the Time option. Press and hold A and press LEFT. It should move to 00 and you'll have unlimited time. On the options screen move to Point. Now press LEFT while holding button B until the point goes to 0. You now need to win 99,999 matches.

FLICKY

- On the explanation screen hold A, C and UP. Press START and you can now choose your level. Take all of the chirps to the exit on two consecutive levels for an extra life.

FLINTSTONES

- Choose five lives and then press buttons A, B, C and START together. Rotate the pad clockwise. On the title screen press START and you won't lose a single heart. For infinite lives choose five lives and press buttons A, B, C and START. Now press LEFT and RIGHT until the title screen appears. Then press START and when you run out of lives, nine more will appear.

- For a level select get to the options screen and hold down button C. Now press LEFT, RIGHT, DOWN, LEFT, RIGHT, UP, UP, DOWN, LEFT, RIGHT and DOWN. Release button C and press START.

GADGET TWINS

- For a level-select option load up the game and on the title screen (when the words "Gadget Twins" and the two planes appear) press C, A, RIGHT and LEFT. Repeat this and the colours of the two planes should swap. Now choose your level.

- At the start of each level, pause the game and hold down A and C then press LEFT. Unpause, and you'll be invincible.

- Start the game and pause. Hold UP on the pad and press the A button any number of times between 1 and 14 to choose a weapon. Unpause and play.

GAUNTLET IV

- Here's a password to give Thor all the crystals needed to enter the castle, as well as over 20,000 health points and nearly every item of equipment:
YLOG: J4E97 X-TEB 68XOP W09+W3+CXI

- If you want to take out the towers, try:
Y6TDR 7G0RL 94TE9 47CD5 44X6R 3+CLP

- Or, if you want a powerful elf, try:
9FYWR MP7:9 90JU-XP+5X +KDP=-C3RH

GHOULS 'N' GHOSTS

- On the title screen press button A four times, then UP, DOWN, LEFT, RIGHT. When it chimes, press B and START for invincibility.

- On the title screen press A 16 times, then UP, DOWN, LEFT then RIGHT. Wait for the chime, then press: UP, A and START to start during level two; DOWN, A and START to start on level three; E, A and START to start on the final boss level; RIGHT, A and START to start on level five; LEFT, A and START to start during level four.

- Select number 26 on the music test, then 56 on the sound test, hold E with A, B and C, then press START to play in Japanese.

global gladiators

- When Sega logo appears, press C, B, A and START in four times before it fades away. Now choose starting level, number of lives, and whether you want the photo freeze on.

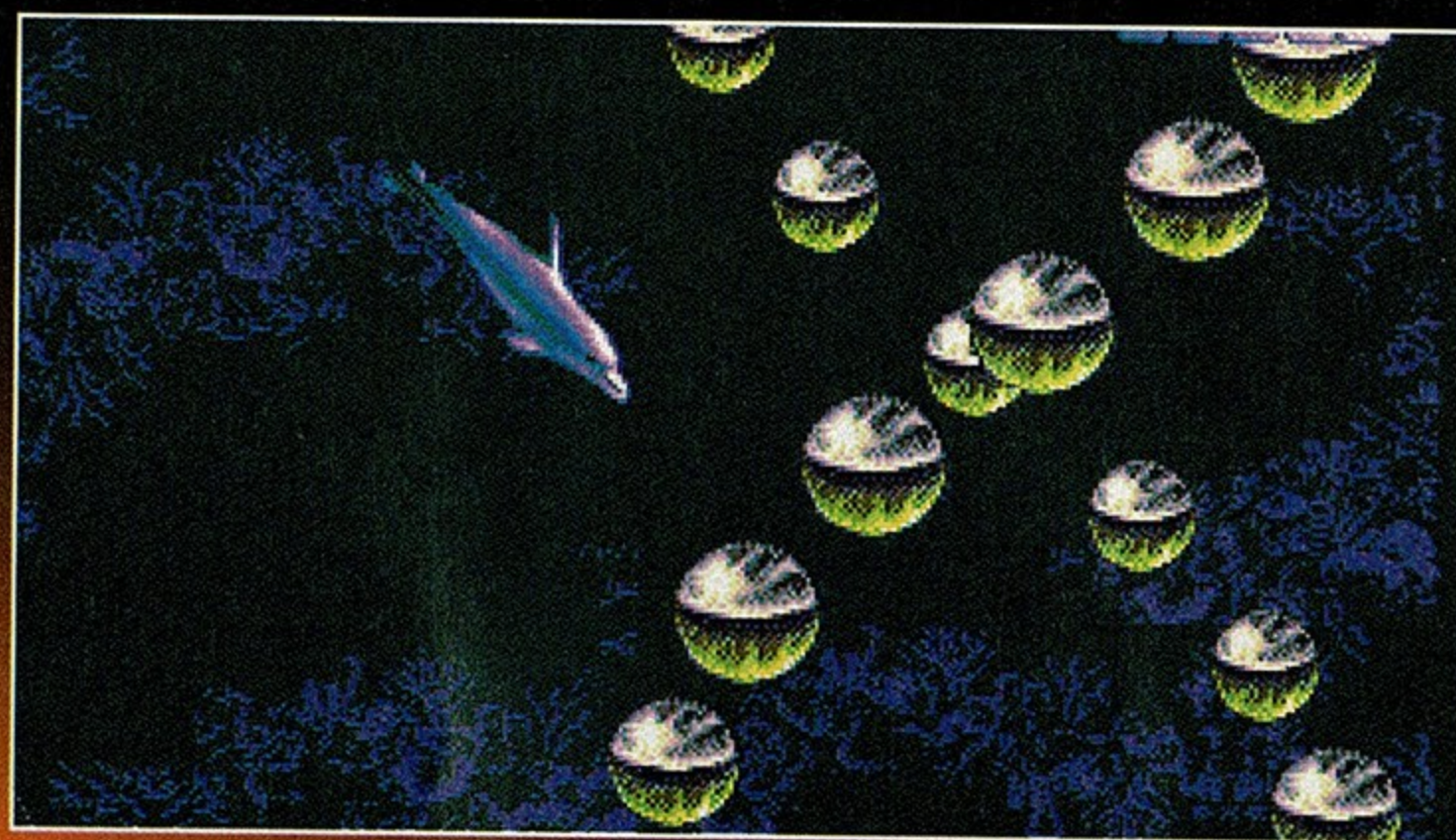
- Start the game and as soon as you appear on the level, pause it. Now press B, C, B, A, B, B, C, B, A and B. The game will call you a cheater and then congratulate you on finishing the level. Unpause and you're on the next level.

- Pause and press A three times, B three times, C four times, B and A. You'll hear the word "cheater", a growl and you'll get an extra life.

ECCO II

LEVEL
 CRYSTAL SPRINGS
 FAULT ZONE
 TWO TIDES
 SKYWAY
 SKY TIDES
 TUBE OF MEDUSA
 SKYLANDS
 FIN TO FEATHER
 EAGLES BAY
 ASTERITES CAVE
 FOUR ISLANDS
 SEA OF SARKNESS
 VENTS OF MEDUSE
 GATEWAY
 MORAY ABYSS
 THE EYE
 BIG WATER
 DEEP RIDGE
 THE HUNGRY ONES
 SECRET CAVE
 LUNAR BAY
 BLACK CLOUDS
 GRAVITOR BOX
 GLOBE HOLDER
 DARK SEA
 VORTEX QUEEN

CODE
 ES0HTXEB
 GNAWAIZA
 WJCHGUYA
 KFZUZQCB
 WJIHTWCB
 UQPVLPIA
 ODPYSHB
 CPSFHBAB
 IWDIFIGB
 ECIRUMAB
 ORKEHPCB
 YYYDQPXA
 MCIJPYYA
 QCVAAUEB
 QUONPZWA
 MCQMZPTE
 KBNKNSIA
 UBHSFYQD
 WNIMPTME
 WXHNHFSE
 OLDHDESE
 UMLQXVE
 GFKHGFVE
 SZFCYMUE
 IJWCMDOA
 ULAEREOA



MR. NUTZ

Pick a hero, any hero. Is it Mr. Nutz? Didn't think so. What a dubious link that was, but still it is good enough to lead up to the complete set of passwords for the game. Is it my imagination or are there a lot of passwords this month? I have to type them all in as well. Oh well...

LEVEL	CODE
2	MAGICS
3	GOLDEN
4	WINDOW
5	CASPER
6	PIZZAS

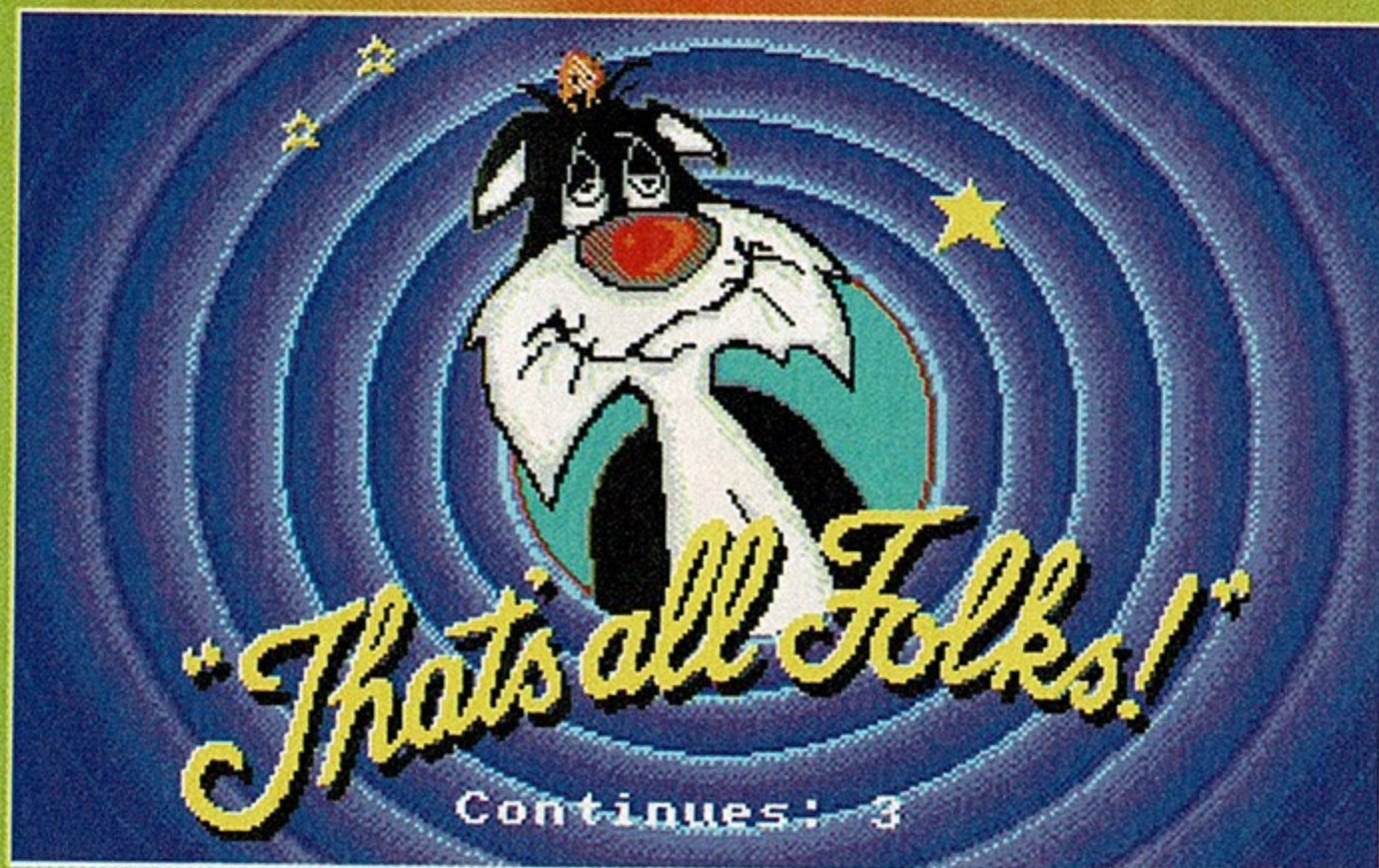


SYLVESTER AND TWEETY

Tired of playing through the first four levels over, and over, and over again? How would you like a level skip straight to level five? Well, I might tell you, but then again I might not. You'll just have to be nice to me. Go on. Tell me how good I look today. That good eh? Alright, and what about my muscular physique? I always new it! Okay, you've earned it.

Pause the game at any time, and press A, A, A, B, B, B, A to jump directly yo level five.

What do you mean you lied? Right I'm gonna take that cheat back. Damn I can't. Never mind, I'll get you sooner or later.



MEGA TIPS LIST

GOLDEN AXE 2

• Fight the first boss holding A. Release A at the campfires, but don't attack anything. Continue with 200 magic units.

• Press A, B, C and START on the title screen, select options, keep holding A, hit B and C again, move to the exit, keep holding A and hit B and C until you get to character select. Hold A and UP and hit B and C. Now you can choose your level.

GOLDEN AXE 3

• When choosing a character, move the cursor to the character you want to play, and quickly press A four times, START once and C six times. A number should appear in the middle of the screen, which you can change to select your starting level.

GREEN DOG

• Here's a level skip. Pause the game, then press C, A, B, A, LEFT and LEFT again.

HELLFIRE

• Choose the hard difficulty setting and listen to any track on the sound test for over a minute. The game will start itself with 99 continues and you'll be playing on "Yeah Right" level.

• Play through level one to the columns with prizes in their tips. Blow up the last one and you'll see a robot woman dancing.

HOOK

• On the very first level, carry on until you receive the power of flight from the fairy, and fly across the gap. Fly through the cave, and collect the 3-Up. Your power will run out and you'll die. Repeat this until you have enough lives.

HUMANS

• Here are some level-select codes:

Level 20 - WDFGNXGRRMPN

Level 40 - NSFLKXCBDJWF

Level 60 - YNTBXIYINWLK

Level 80 - XPMNWJKFNQZC

IMMORTAL (THE)

• On level four, put a ring on each hole and then walk round in a clockwise direction until the exit appears.

• In the room with the three pentagrams, place one gem on the right hole of the first pentagram, one on the left hole of the next, and one in the centre of the last one.

• Wait until the level name appears then hold A until the game appears. The game is paused. Release A for invincibility.

INDIANA JONES

• When the Sega logo disappears and the Lucasfilm logo appears, press A, B, C, B, C, A, C and A for a level select.

JAGUAR XJ220

• Go to options and enter your name as MAR. Now go back to the menu and choose the World Tour option. Pick your country and when you are starting the race, wait until the lights turn green and then pause the game. Press A, B and C together and you'll qualify and win races.

JAMES POND 2: ROBOCOP

• Collect the objects on the roof at the start in this order: Cake, Hammer, Earth, Apple, Tap for ten minutes of invincibility.

• To skip to the exit pole on any level (having done the CHEAT cheat above) pause the game and press A, B, A, B. Unpause and you've completed the level.

• On the sports level, collect the items on the tennis ball in this order: lips, ice-cream, violin, earth, snowman for infinite lives.

• On the title screen hold the BOTTOM-LEFT DIAGONAL and A and C, then press START for a level select.

• At the start of the game, jump over the first two doors and then run up the staircase. Go right as far as you can. Jump up onto the ramparts of the right tower until you come to the roof. Jump onto the roof, run left towards the wall and you'll get an extra life.

JAMES POND 3

• At the password screen, enter Red Cheese, Yellow Mouse, Green Cat, Blue Dog then Red Book and click on the "door" icon, and all the routes will be open to you as you move around the map screen. Once this cheat has been activated, go to "Options" on the title screen, pull LEFT, hold down B and press START at the same time, and a new group of options appears underneath the usual set.

JOE MONTANA 3

• Enter the code by the side of the team you wish to play as, then add YNTSKBC.

DLB - Bears

CDB - Bills

HCB - Cowboys

SDB - Dolphins

ZLB - Eagles

4LB - 49ers

XTB - Giants

QDB - Raiders

RLB - Rams

6LB - Redskins

VLB - Saints

TLB - Vikings

JOHN MADDEN FOOTBALL

• Get to the quarter finals: 0465100. Get to the semi-finals: 0075121, 0076310, 1111111 or 3333333. Get to the Superbowl: 0475121, 0476314, 0633253, 0673125 or 0631573.

• Play in the snow: 5504500

JOHN MADDEN FOOTBALL '92

• At the end of the final, when the display of the pitch is shown, press UP, C, DOWN, C, LEFT, C, RIGHT, C, UP, B, DOWN, B, LEFT, B, RIGHT, B, UP, C, DOWN, C, LEFT, C, RIGHT, C. The screen will display the fireworks.

• Choose the team you'd like to play as in the finals by using the following codes:

Buffalo (vs SF) - BXMMC6M1

Chicago (vs Denver) - CG8JYLC1

Dallas (vs Miami) - BDNT6NX7

LA (vs Miami) - CNYGOYHL

Miami (vs SF) - B6KKGYYL

New Orleans (vs Kansas City) - B2709V41

Oakland (vs Washington) - CDLLB7LM

SF (vs Denver) - B3DFN0SK

Washington (vs Oakland) - CZSK2TMR

KID CHAMELEON

• At the end of Blue Lake Woods one, don't touch the flag. Climb on the last block, and press E while holding jump and special to warp to the last boss.

KLAX

• Press UP and LEFT, A, B, C and START on the title screen to make it tougher.

• On levels 6 or 11, try to make an X with the tiles to teleport you straight to level 49.

lhx attack chopper

• Here are the codes for VERY HARD.

Majestic Twelve - CBAAEFC, Anterior Nova -

CBCAIEC, Reindeer Flotilla - CBCAQHC,

Phoenix - CBCAYGC, Rainbow Veil -

CBCAAVA, Chess - CBCAIUA, Lobster Quadrille -

CBCAQXA, Hen House - CBCEYWC, Desert

Two - CBCEBFE,

Flaming Arrow - CBCEJEE, Plain Aria -

CBCEJEE, Lobster Quadrille - CBCEZGE,

Reindeer Flotilla - CBCEBVG, Flaming Arrow -

CBCEJUG, Hen House - CBCERXG, Lava Lamp -

CBCEZGW, Anterior Nova - CDCEANE, Gemini -

CDCEIME, Chess - CDCEQPE, Binary

Rainstorm - CDCEYOE, Freedom Train -

CDCEA9G, Arc Lite - CDCEY-G, Anterior Nova -

CDCEBNA, Reindeer Flotilla - CDCEJMA, Hop

Toad - CDCERPA, Olympic Torch - CDCEZOA,

Lobster Quadrille - CDCEB9C, Grand Theft

Hokum - CDCEJ7C, Flaming Arrow - CDCER?C.

LOST VIKINGS

• Here are some level codes:

2 - GR8T, 3 - TLPT, 4 - GRND, 5 - LLM0,

6 - FLOT, 7 - TRSS, 8 - PRHS, 9 - CVRN, 10

- BBL5, 11 - TR33, 12 - VLCN, 13 - QCKS,

14 - PHRO, 15 - C1R0, 16 - SPKS, 17 -

JMNN, 18 - SNDS, 19 - TMPL, 20 - TTRS.

LOTUS TURBO CHALLENGE

• Enter MANSELL on the password screen and you'll qualify every time.

• Enter SLUGPACE for infinite turbos.

MAZIN WARS

• To play just the one-on-one boss section of the game go to the options screen and select Music 18 and Sound FX 72.

MEGA-LO-MANIA

• Here are the codes for some epochs:

2nd - YABDQCYXXSL, 4th - UKBDFXXSH,

6th - QUBDQYJFJAV, 8th - MECDMAMYXSQ,

9th - EKFDCECSBYS.

• Final level code: JJDDVBVJONH

• Enter the word JOOLS on the password

screen for a hidden game of Asteroids.

MICRO MACHINES

• For infinite lives press B, DOWN, C, DOWN,

UP, DOWN, LEFT and DOWN.

• To increase your vehicle's grip press A, UP,

B, DOWN, C, LEFT, START and RIGHT.

• To increase the impact of the collisions

press C, UP, LEFT, RIGHT, A, B, A then C.

• For more speed press UP, DOWN, A, B,

LEFT, RIGHT, C and START.

• For a harder game press LEFT, RIGHT, LEFT,

RIGHT, UP, DOWN, START and DOWN.

• For an even harder game press LEFT,

DOWN, UP, DOWN, RIGHT, DOWN, A and

DOWN.

MORTAL KOMBAT

• Press DOWN, UP, LEFT, LEFT, A, RIGHT and

DOWN on the options screen. The words

CHEAT ENABLED will appear and you can

enter a hidden options screen.

• For infinite continues do the following:

When you've lost a match, before the credits

screen comes up, repeatedly press UP, DOWN,

LEFT, RIGHT on pad one, and C, B, A, C, B, A,

etc. on pad two.

NBA JAM

• To change one of the players into President

Clinton, go to the bit of the game where you

enter your initials then enter AR and simply

highlight K but don't enter it. Press and hold

START then press A.

• Strong Defence: On the Tonight's Matchup

screen tap C five times and on the fifth press

keep it held.

• Juice Mode: On the Tonight's Matchup

screen tap C14 times then press B and X

(you'll need a six-button pad).

NHLPA HOCKEY

• Get a couple of players in the sin bin and

then pause the game and enter the Edit Lines

mode. Change your players and go back to the

game. When the sin bin time is over, the

player(s) will come back. You can now have up

to seven players on the ice at one time.

• Choose the All Stars West as your team and

go to the Edit Lines menu. Change your team

to the following: RD - Housley, RW - Yzerman,

C - Reonick, LW - Fedrov, LD - Chelios. Now

you should always win.

• Plug in two control pads and turn the Mega

Drive on. Select the one-player mode and

select the teams. Press START, and on the

options screen use the other pad to move

down to Edit Lines and/or Change Goalie.

Now you can change the line-up.

PGA TOUR GOLF 2

• To play from the amateur tees in a

tournament or skins challenge, do this:

Select Tournament Play or Skins Challenge.

Save your game on the first tee. Return to the

Clubhouse and select practice round playing

from the amateur tees. Restore your game on

the first tee. From the second hole onwards

play will start on the amateur tees.

PHANTASY STAR 2

• Continually turn the status screen on and

off during action to avoid being attacked.

Phantasy Star 2

• Megoid is gained at level 35 by Rolf. Nasar

is gained at level 30, by the Doctor.

• Once you have all the Nei items, go to Lutz

for the Neisword.

POPULOUS

• Here are some level-select codes:

100 - CALEOLD, 200 - EOAMPMET,

300 - BILQAZOUT, 400 - BADMEILL.

POPULOUS 2

• Here are some codes:

HUMANOID: Tons more Mana

WIBBLE: All FX in current game

EXPERIMENT: Maximum experience

NOT HALY: Next game is 999

PUGGSY

• Here are the codes for the worlds:

The Cove - 377 501 370 673 776 111 750 561

240. Red Woods - 377 501 570 673 777 131

700 521 244. Star Lake Fall - 377 503 570 653

775 135 700 101 244. Splinter Town - 337 503

570 656 724 531 750 041 244.

Badger Mill - 117 403 570 656 725 531 700

001 344. Pyramids - 117 413 540 654 627 531

700 001 304. Dark Blade Forest - 112 413 500

650 635 535 700 001 304. Diamond Mines -

152 453 500 650 635 535 740 105 314. Dark

Skull Castle - 340 453 500 650 635 535 763

105 314. Fire Heart - 242 453 500 650 634 535

760 005 114. Aztec Temple - 200 453 500 650

636 575 763 115 114. Racrock Forge - 200 453

500 254 716 571 633 115 154. Raclantis Docks

- 240 653 100 254 314 561 223 117 114.

QUACKSHOT

• In Transylvania, collect the one-up, finish

the level, call the plane, go back to the start

and repeat to maximise out your lives.

RAINBOW ISLANDS

• Press UP, B, DOWN, LEFT, C, A, A, B and C

on the title screen for full power-ups.

• On level one, collect all the diamonds in

sequence from red to purple and kill the boss

to access a bonus screen.

RANGER X

• Go to the options screen and press A, B, C

three times quickly. You should hear a tone.

This allows you to select "Easy".

• Pause the game and press UP, DOWN, UP,

DOWN, UP, DOWN, C, B, A, RIGHT then LEFT.

When the background music starts up, press B

to skip to the next level.

• Here's a level-skip cheat. Pause the game

and press UP, DOWN, UP, DOWN, UP, DOWN,

C, B, A, RIGHT, LEFT on pad one. The music

should start up again; press B and the screen

will fade and start on the next level.

RBI4 BASEBALL

• On the password screen enter RBI

BASEBALL 4. Do this and you'll get a special

password.

revenge of shinobi

• Select 00 shurikins at the start and wait for

the two zeros to merge into an infinity symbol

for infinite shurikins.

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MEGA TIPS LIST

ROBOCOP VS TERMINATOR
 • For an incredible 54 lives, pause the game and press the following: C, C, A, A, B, B, C, C, A, A, B, B.

ROCKET KNIGHT ADVENTURES
 • When the Konami logo appears, tap DOWN six times, UP twice and DOWN twice more for a Very Hard mode. And for a Crazy Hard mode press LEFT four times, RIGHT four times, LEFT seven times, RIGHT once, then LEFT once.

SILPHEED
 • To replenish your shields, press RIGHT, LEFT, A, RIGHT, UP, C, B, DOWN, LEFT, B, A, UP and then START on joystick one on the first demo screen, straight after the Game Arts logo has come up, and start the game. Every time you press A on joystick two during play, your shields will go up by one. For a stage-select option press DOWN, DOWN, UP, UP, RIGHT, LEFT, A, B and START on the opening intro.

SONIC
 • On the intro screen press UP, DOWN, LEFT, RIGHT and then A and START for a level select.
 • Press UP, C, DOWN, C, LEFT, C, RIGHT, C, hold down A and press START. Play Green Hill Zone, Act 1 and get at least 50 rings. Enter the chaos maze and press B to turn Sonic into a ring. Now find the hidden zone.
 • Finish any act in under 30 seconds for a 50,000 points bonus.

SONIC 2
 • When you collect a Chaos Emerald, reset the game. Now enter the options menu and press START. The game will start again, but you should still have the emerald you collected. You can now collect all the emeralds on the Emerald Hill Zone and enjoy the rest of the game as Super Sonic.

• Go to the options screen and start the game as Sonic and Tails together. Now plug in a second pad and player two will be able to control Tails. Tails is invincible.
 • Go to the options menu and play the following tunes on the Sound Test. Play 19, 65, 09 and 17 in that order. When you play 17, you'll hear a ping. Press START to go back to the title screen then hold down button A and START to enter a level select.
 • Enter the level select as above and on the Sound test option play 04, 01, 02 and 06. Now select your level and play as normal. When Sonic has collected 50 rings, press B and C together and watch him turn into Super Sonic.
 • When the level-select cheat has worked, you can play the game in slow mo by pausing the game and holding button B. C will make Sonic jump and A will reset.
 • To construct your own levels and have 14 continues, play tunes 19, 65, 09, 17, 01, 01, 02 and 04, then highlight the player select and press START to play.
 • To mess about with the levels, go to sound test and enter the level-select code and play tunes 1, 9, 9, 2, 1, 1, 2 and 4, select your level, then press and hold down A and press START. Your score should now be a series of letters and numbers. Button B switches Sonic, button A cycles through the sprites and button C places them on the scenery.

SONIC 3
 • Here's the level select. When the SEGA logo disappears and the screen turns blank quickly press UP, UP, DOWN, DOWN, UP, UP, UP. If you've done it correctly, you should hear a chime. When you reach the title screen press DOWN and you'll see the Sound Test option and away you go.
 • Turn Sonic into Super-Sonic by getting the first emerald, then resetting the game and grabbing it again and again.
 • If you finish an act in exactly 9 minutes and 59 seconds, you'll be rewarded with 100,000 points for a time bonus, which will give you two extra lives and a continue.

SONIC CD

• Here's a level select. Press UP, DOWN, DOWN, LEFT, RIGHT and B on the title screen.

You'll hear a chime, and the level-select screen will appear. Also, you can press DOWN, DOWN, DOWN, LEFT, RIGHT then A on the title screen, and you'll be given a soundtest screen.

• If you enter the numbers FM40, PCM12 and

DA11 on this screen and press START, a new hidden screen featuring a once-famous character will appear. When you then press START and begin a new game, the score and time counters will have changed into hexadecimal co-ordinates, and you will be able to enter "edit mode" simply by pressing the B button. In edit mode, you can move around the level completely at will, change your shape by pressing A, and leave an imprint of your new character by pressing C. Pressing B again at any time will return you to normal Sonic. Once the cheat has been activated, if you are in time-attack mode, you can clear the screen by jumping with A and C together.

SPEEDBALL 2

• Enter LCL1 CWAF 06XE ya3q 2bst -is1 gVVC to enter division one.
 • Save your cash for the first few games, then you can buy some better players.
 • Always finish as runners-up in division two, because the play-off game will pay dividends. Convincingly beat Steel Fury twice and then let the Renegades beat Deluxe (you) twice by 200 points. You (Deluxe) and the Renegades will go up a league, and in the second season you should put 350 points past the Renegades.

SPIDERMAN

• Before you meet the Kingpin, investigate the maze and find the full web power-up. It'll stop Mary Jane falling into the fiery pit.
 • On Nightmare mode at the warehouse, climb onto the first pile of crates, swing on to the next pile, beat up the bad guy, swing over the guard dog and land on the next pile then start crawling.
 • At the Sandman, go right to the edge of the screen to collect a full-life power-up.
 • If you're running short of energy, go home and rest. Now, instead of walking out of the door, which will start you at the beginning of the level, select the face again and you'll continue from where you left off.
 • Plug in two controllers. On pad one enter the options menu. On pad two, hold down START. On pad one hold down A, B and C. Press UP on the D-pad and you will see the level name followed by exclamation marks in brackets. The cheat is now activated. Play the game as normal and press START to bring up the normal in-game menu. Now press A to refill your web fluid or button B to refill your life bar. Press C to become momentarily invincible press A, B and C to skip the level.

SPIDERMAN CD

- Here are some passwords:
- 2. ELECTRO 6. HELPINHAND
- 3. WALLABY 7. PUBLIC 45
- 4. GALLON66 8. KIDNEY2
- 5. FALCON499 9. PENCIL6

STREET FIGHTER 2

• After the Street Fighter 2 logo has come up, press DOWN, Z, UP, X, A, Y, B, C on pad one and you should hear Ken shout. Press START, highlight Champion mode and press RIGHT to select up to five start of speed.
 • To pick the same character twice, when you are asked to choose between Match Play and Elimination, press DOWN, Z, UP, X, A, Y, B, C on pad two.
 • Press DOWN, Z, UP, X, A, Y, B, C, on pad one when the Capcom logo appears, to turn off all the normal kicking and punching moves for the one-player game.

STREETS OF RAGE

• Press LEFT, LEFT, B, B, B, C, C, C, START when Game Over appears for continues.
 • Move to options. On pad two press and hold RIGHT then hold A, B, then C. Press START on pad one and select your lives/ level.

STREETS OF RAGE 2

• Here's the level select. Press START as normal on pad one. On the game-selection screen, move the cursor down to options. Press and hold buttons A and B on pad two, then press START on pad one. Now choose your level, and play the game.
 • On the title screen hold down RIGHT and button B on pad one. On pad two hold down LEFT and button A. Now hit button C on pad two to move to the select screen. Release and start a two-

player game. Now you can both choose the same character.

SUNSET RIDERS

• Set the sound-select option to 0E, then press START and select your player by pressing A. When the fellow smiles at you, press A, B, C until the game starts; you'll be rewarded with 100 continues.

SUPER MONACO GP

• Here is a level-select code:

Race 16 - Monaco:

- 1QJ1 42A3 9050 0000
- 000K 0023 4H67 59CA
- B8DE FG9H 0010 0001
- 0000 0000 F200 6SDA

• Finish in the top three on the Monaco circuit. Hold down buttons A, B and C as you finish on the wet circuit and you'll hold up your head instead of a trophy.

SUPER MONACO GP2

• Go to "World Championship" mode and at the "Name Enter" screen input "HANG-ON!". Go to the race and retire and save your season. Reset the machine and select "Practice Mode" then "Image Training" then hold DOWN and A until you get to the "Transmission Select" screen. You'll now be driving the Super Hang On Bike.

SUPER SHINOBI 2

• Pause the game then press A, B, C followed by UP and DOWN for a level select.
 • On the options screen, sound select Shurikin then choose 00 shurikins. When the zeros coagulate into an infinity symbol you will have infinite shurikins.
 • On the Music Test option, play the tunes HE RUNS, JAPONESQUE, SHINOBI WALK, SAKURA AND GETUFU in that order. You'll now be invincible.

TAZ-MANIA

• Plug in two pads, press A, B, C and START on both of them simultaneously on the title screen. Pause the game, press B and then unpauses the game for invincibility or C then unpauses to select a level.

• On the arctic level near the end on a block of ice above some water, jump down to a hidden room full of bonus items.

• Plug in two controllers, and when the title screen appears, simultaneously press A, B, C and START on both. Begin a game, and when you're ready to skip a level, pause the game and press A, B and C together again.

TERMINATOR 2

• When the words "PRESS START" appear on the title screen, press UP, DOWN, LEFT and RIGHT twice. Arnie should say "excellent". Start the game, and, during play, pause. Press B and C together and you'll be taken to the end-of-level screen, where you will get a performance analysis.

THUNDERFORCE 4

• Select zero stock ship on the options menu, move to the exit and hold A, B and C. Press START until you're into the game and you'll have 99 lives. If you lose them and continue, you'll still have 99 lives.

• Go to level three, grab some wings, fall to level one, fly to the bottom left-hand corner, and fall to a secret level.

• At the end of the game, when you're told to follow the Yellow Brick Road, explore the bottom-right and top of the level.

TWIN COBRA

• Hit start to get to the green title screen, then press UP, DOWN, RIGHT, LEFT, A, B, C and START to see the end credits.

• For maximum weaponry, pause the game and press UP, DOWN, LEFT, RIGHT and hold A while pressing START to resume the game.

WORLD OF ILLUSION

• On the last level (Magic Box) you'll come across a top hat. This hat gives you an extra life. Get to the end of the level and jump on the die with the four on it. This will take you back to the top hat and you'll can collect again.

X-MEN

• Switch the game on and hold DOWN, A and C. On the title screen press START and unplug the pad. Plug it into port two and hit START. Plug another pad into port one and hit START again. In the Danger Room, choose one of the access panels to the right, open it, and you can warp between levels.

• Switch on with A, C and DOWN held on pad one. Press and hold START until Magneto's face appears. Now unplug pad one and put it into port two. Then press START. Select your difficulty level and begin. Pause and unpauses, your power bar will go back to max.



Oh look, the codes pages are back for another month. Anyone bored yet? I know I am, so how's about getting rid?

ACTION REPLAY CODES

ALIEN STORM

FFCE0C0080 - Infinite Energy Player One
 FFCE8C0080 - Infinite Energy Player Two
 FFCE0B0080 - Infinite Lives Player One
 FFCE8B0080 - Infinite Lives Player Two

ART OF FIGHTING

0073D24E71 - Allow Japanese version use
 FF01F50000 - Removes status bars from play
 FF02B30009 - Stops the time
 FF11B2000X - Player 1 victories
 FF11B3000X - Player 2 victories

ASTERIX

0005BC00X - Number of lives
 01B644A78 - Unlimited energy

BARKLEY: SHUT UP AND JAM

FFC8E900XX - XX is no. of points to start with.
 Turn off switch to allow scoring

BART'S NIGHTMARE

FFC6730001 - Infinite energy
 FFC8020005 - Unlimited bubblegum
 FFC8070005 - Infinite melon seeds

BART VS THE SPACE MUTANTS

FF01A 40001 - Infinite spray cans

BATMAN - REVENGE OF THE JOKER

FF3FF 60008 - Infinite lives
 FF978 60008 - Infinite Energy
 FF5D0 1000X - Level select

BATTLETOADS

FFE04 60005 - Infinite lives (player one)
 FFE00 70017 - Infinite energy (player one)

BEAUTY AND THE BEAST

FF28950004 - Infinite lives
 FF28A10004 - Unlimited roars
 FF289700FF - Unlimited energy

BOXING LEGENDS OF THE RING

FFCBB E0040 - Unlimited time

BUBSY THE BOBCAT

FF023 B0009 - Infinite lives
 FF024 900XX - Level select, XX = level (0 - 13)
 FF00E 90059 - Unlimited time
 FF009 20003 - Bubsy is invincible

**BUBSY THE BOBCAT
2**

FF040 10009 - Infinite Lives

0034250



CAPTAIN AMERICA

FF9E8 10007 - Unlimited player one continues
 FF9F5 70007 - Unlimited player two continue

THE CHAOS ENGINE

FF004D0003 - Infinite lives for player one
 FF004F0003 - Infinite lives for player two
 FF41140006 - Unlimited special for P 1
 FF418A0006 - Unlimited special for P 2
 FF410F0010 - Start Max FirePower P1
 FF41850010 - Start Max FirePower P2
 FF094500FF - Infinite money for P1 & P2
 FF096300XX - Replace XX for start level

COMBAT CARS

FF000500XX - Level Select XX

COOL SPOT

FFF51 20000 - Jump higher
 FF777 000CD - Slow timer
 FFF5E 00007 - Invincibility

DUNGEONS AND DRAGONS

FF10C 500FF - Gives you £280,000
 FF915 A0001 - Cure light wounds scroll
 FF915 A0019 - Resist cold scrolls
 FF915 A005C - Axes
 FF915 A005F - Spears

DYNAMITE HEADDY

FFE8ED0003 - Infinite Lives
 FFEE0B00E0 - Infinite Invisible Headdys

ETERNAL CHAMPIONS

0001F04A00 - Allows you to play the UK version on Jap machines
 0001F05500 - Play UK version on US machines

FFABE F0068 - Infinite energy (player one)
 FFAAB B0068 - Infinite energy (player two)

FATAL FURY

FFD81 60058 - Infinite energy
 FF00B F0049 - Infinite time

FIFA INTERNATIONAL SOCCER

FFEC3 D0000 - Always win toss
 FFFF C 20001 - Throws in from the centre spot

FLASHBACK

FFD3D 70005 - Infinite shields
 FFF49 C000X - Level select, X = 0 to 6

GENERAL CHAOS

FF031 90005 - Infinite medics (player one)
 FF031 B0005 - Infinite medics (player two)

GHOULS 'N' GHOSTS

FFB04 90030 - Infinite lives

JOHN MADDEN '94

FFE8C F0003 - Two-minute game
 FFB01 D00FF - Nothing on pitch

JUNGLE BOOK

FFF4B B0007 - Infinite energy
 FFFAD40033 - Infinite Lives
 FFF9BE0035 - Infinite Time

JUNGLE STRIKE

FFF89 50000 - Infinite armour
 FF10B 3000X - Level select
 FFBE3 100EA - Rotor blades fly separately from the chopper

JURASSIC PARK

FF005 4000A - Invulnerability

KLAX

FF0FD D0014 - Infinite lives

KRUSTY'S SUPER FUN HOUSE

FF0FF 30003 - Infinite lives

LANDSTALKER

FF104 0000A - Infinite Eke Eke
 FF234 90004 - Infinite Lives

LEMMINGS

FFF48 E0013 - Infinite builders
 FFF48 B0013 - Infinite floaters
 FFF48 A0013 - Infinite climbers
 FFF48 C0013 - Infinite bombers
 FFF48 D0013 - Infinite blockers
 FFF48 F0013 - Infinite miners
 FFF48 00013 - Infinite diggers

LION KING

FFCCE F0003 - Infinite Lives
 FFCC F70004 - Infinite Energy

MEGA-LO-MANIA

FF156 F0063 - Infinite men

MICRO MACHINES

FFFF C D0000 - Changes sprites

MICKY MANIA

FF04670004 - Infinite Lives
 FF046F0004 - Invincibility

MORTAL KOMBAT

FFAB3 10001 - Fight before "Fight!"
 FFCEB0 20001 - You can "be" Reptile if you select Sub-Zero or Scorpion
 FFCC0 20001 - Same as the above for player two

MORTAL KOMBAT II

This is a deadcode that only works on the Action Replay II and must be entered exactly



as printed, in the same order, or else it won't work at all.

DEADC0DE00
 0064CA0500
 41F900A100
 03421031FC
 0001F02A10
 1008000005
 66F010BC00
 40E2080200
 00081210E6
 4902010007
 804111C0EF
 D74EF864D0

Play a round and then the game will stop. Then hold down one of the following joystick combinations and press the start button. This will cause your character to change and you can even select some of the extra characters although the game is prone to crash when this happens

A+B+CKUNG LAO
 A+C+RLIU KANG
 A+CJOHNNY CAGE
 A+B+RBARAKA
 A+BKITANA
 A+RMILEENA
 ASHANG TSUNG
 B+C+RRAIDEN
 B+CSUB ZERO
 C+RREPTILE
 CSCORPION
 B+RJAX
 BKINTARO
 RSHA KAHN
 NONESMOKE

Owners of the first Action Replay may be feeling a bit left out, so here's some more codes for all the family

FFB6230078 - Infinite energy for player one
 FFB7130078 - Infinite energy for player two
 FFF4570015 - Infinite credits
 FFAB960099 - Infinite time
 FFAAC1000X - Background select
 FFAABF000X - Stage select
 00606E60FE - Pauses the game
 FFEEA40099 - Player one has 99 wins
 FFEEA60099 - And so does player two.
 FFF0250011 - Fatality message every time
 00661A5555 - Unlimited time to do fatality
 00219C4E71 - Enter test mode from options

NBA JAM

FF003 31D31 - All players are invisible
 FF3C4 90003 - Infinite fire for left player
 FF3D6 90003 - Infinite fire for right player

NHLPA HOCKEY '93

FFC69 50000 - Computer goals don't count



OUTRUNNERS

FF81C C0040 - Infinite time

MEGA CODES

HOW THE DEVICES WORK...

The Action Replay and Game Genie are cheat devices that slot neatly between any cartridge and your Mega Drive. By entering codes like those printed on this page, you can alter all sorts of game attributes, giving you such useful effects as infinite lives or health and less than useful, but sometimes fun, ones like colour inversions and the like. The Action Replay can be purchased from Datel Electronics (0782 744707) for less than £50 (a penny less to be precise) while the Game Genie, produced by Hornby Hobbies, should be available in most specialised retail outlets. If you have any problems, Hornby can be reached on 0843 235555.

PETE SAMPRAS TENNIS

FF02190003 – Player 1 starts with 40 Love
FF021B000X – Player 1 starts with 0-5 games
FF02290000 – The computer can't score

PGA TOUR GOLF

FFD0F 70000 – Hole in one

PGA TOUR GOLF 2

FF484 1000X – X = number of strokes played

PROBOTECTOR

FFFA0C0003 – Infinite Lives

PUGGSY

FF06D 8005E – Use with code below

FF06D 90088 – Shoes

FF071 10002 – Use with code below

FF075 70001 – Power jump

REVENGE OF SHINOBI

FFE14 50001 – Infinite magic

FFE14 10003 – Infinite lives

FFE13 B0008 – Infinite energy

FFE13 FD032 – Infinite shurikins

RISKY WOODS

FF11A 5002B – Infinite energy

ROBOCOP VERSUS TERMINATOR

FF009 C0005 – Infinite lives

FFF08 C0040 – Infinite health

FF033 C0104 – See for yourself!

SHADOWRUN

0001F04500 – Allows you to play any version on a UK machine

SONIC & KNUCKLES

FFFFE 00001 – Level select

FFFFE 90001 – Debug mode

FFFFE 120009 – Infinite lives

FFFFE 180099 – Infinite continues

FFFFE 24000F – Infinite time

FFFFE 210063 – Infinite rings

FFFFB 1000X – X=Number of Emeralds

STREET FIGHTER II

0004E C4E75 – No music

00058 84E75 – No fireballs or sonic booms

FF80& 10000 – Player one can't be dizzy

FF82F 10000 – Player two can't be dizzy

FF804 30000 – Player one dies on one hit

FF82C 30000 – Player two dies on one hit

FF80B C000A – Player one fireballs faster

FF833 C000A – Player two fireballs faster

STRIDER

FFFC0 00003 – Infinite lives

FFA01 E0000 – Invincibility

FFA04 A0059 – Super speed

SUBTERRANIA

FF0123000A – Infinite Missiles

FF03B000XX – Replace XX for start level

0001F04500 – Allows you to plat the US

version on PAL machines

FF00350002 – Unlimited lives

FF5ED50025 – Unlimited fuel

SUNSET RIDERS

FFCA42001D – Maximum power ups for

player one

FFCAC2001D – Just so player 2 doesn't feel

left out, the same for them too

SUPER SHINOBI 2

FF37E 0000A – Infinite lives

FF37E 9000F – Unlimited energy

FF37E 30032 – Unlimited daggers

FF37E 60006 – Unlimited ninjitsu power

FF37A 6000X – Level select, X = level

SUPER STREET FIGHTER II

003BE6602E – Use this code before using

any other Action Replay Codes

0001F05500 – Allows you to play the Jap

version on US machines

0001F04500 – Allows you to play the Jap

version on UK machines

FF80C10000 – Special moves in mid-air for

player one

FF858B000X – Fight the same opponent

throughout the game (player one) 0-F

FF803D0090 – Unlimited energy for player

one

FF80C20001 – Player one bursts into flames

when hit

FF828A0002 – Player one needs to only win

one battle

FF80750001 – Extra turbo speed for player

one

FF82850005 – Stops the countdown timer on

the Death Screen for player one

FF80B40000 – Every special move has

fireballs for player one

FF801B0000 – Player one's character is

speeded up

FF80620012 – No combos, every hit knocks

down player one

FF81890000 – Removes dizzy starts for

player one

FF803E0011 – Weird special moves for

player one

FF80400011 – Low jumps and special moves

for player one

FF83C10000 – Special moves in mid-air for

player two

FF828B000X – Fight the same opponent

throughout the game (player two) 0-F

FF833D0090 – Unlimited energy for player

two

FF83C20001 – Player two turns into flames

when hit

FF858A0002 – Player two only needs to win

one battle

FF83750001 – Extra turbo speed for player

two

FF85850005 – Stops the countdown on the

death screen for player two

FF83B40000 – Every special move has

fireballs for player two

FF831B0000 – Player two's character is

speeded up

FF84890000 – Removes dizzy starts for

player two

FF833E0011 – Weird special moves for

player two

FF83400011 – Low jumps and special moves

for player two

FF97EB0000 – Start fighting before you are

told

SYLVESTER & TWEETY

FF95640000 – Infinite energy

TAZ-MANIA

FFD45 B0003 – Infinite lives

FFD4B C000C – Infinite energy

FFD03 70002 – Infinite chilli peppers

FFD4C B0002 – Invulnerability

TINY TOON ADVENTURES

FFFB0 B0003 – Infinite energy

FFFB0 90002 – Infinite lives

FFFB0 F0032 – Gives one special helper each

time you pick up a carrot. Switch the Action

Replay off at end of level and back on at start

of next one

FFFB1 10009 – Pick up one helper to pick up

infinite helpers

URBAN STRIKE

FF10D F0003 – Infinite lives

FF10C 3000X – Level select

FF10D70064 – Infinte Fuel

ZOMBIES ATE MY NEIGHBOURS

FFFAA F000A – Infinite energy

FFFA8 F00FF – Unlimited keys player one

GAME GENIE CODES

AFTERBURNER II

AKYT AAHT – Start on last stage (23)

NTNA AABW – Start with 100 missiles

AT2A AA6C – Infinite continues

YTNA AABW/ATOT AA4T/

BJ6A AA26 – Enter the code, change the

trigger controls and start the game. You can now change the colour of the game, have infinite rockets and planes.

ALADDIN

RGJB Y604 – Infinite lives

ATCB 0A30 – Invincibility

ATBV 0A6G – Infinite apples

32CB 0230 – Get hit and gems go up and

invincibility

ALIEN 3

SDXA D9XN – Ripley blows up when she

jumps

SDXA D9XX – Ripley falls on her face when

she jumps

AJAW AA75 – Game runs in slow motion

KJNA EA3R – Aliens come out of your rifle

TJNA EA3R – Strange things happen when

you use your rifle

NANA EA3R – No bullets but aliens still die

BDXA DD3N – High jump through everything,

including platforms

ARNOLD PALMER GOLF

BCRT BE4A – Opponents always par

ACRT BE4A – Opponents always birdie

BATMAN RETURNS

BLYT AA4R – Invincibility

NTFA AABL – Start with 99 lives

C5GA CAD6 – Start on level 17

CMGA CAD6 – Start on secret level two

BUSY THE BOBCAT

RERT 86V4 – Infinite lives

ADTA 6AAC – Infinite time

XF3B CAHC – Each yarn crate holds 99

CASTLE OF ILLUSION

A5EA AAGE – Intense gravity

CHUCK ROCK

BEAT EABW – Start with ten lives

B5RA AA3Y – Infinite health

AYAT EABA – Start on level one zone five

DESERT STRIKE

RH9T 860E – Master code

D3ZA AA7E – Infinite lives

WBST WCGL – Hellfire inflicts 400 damage

7E1A AADC – 233 Lives

7VET ABGT – 4076 armour

6PST W6GJ – 3811 hellfire

8BST X7EN – 40688 chain gun

FATAL FURY

AXAT AA9N – Infinite credits

EDJT DA40 – All hits are very strong

A1JT DA40 – All hits are very weak

AGGT AAF8 – One globe required to win

GLGT AAGC – 50 globes required by

opponent to win

FIFA INTERNATIONAL SOCCER

A4ST AAEC – When goalie rolls the ball it

bounces straight up

JOHN MADDEN '92

CBEA C6CA – Each quarter lasts 60 minutes

BC7T BE5J – Extra point is worth eight

BC6T AAFR – Seven plays per first down

JUNGLE STRIKE

R13B 861A – Master code

D5DT GA7A – Infinite lives

AXDA GA3N – Infinite fuel

AKFT JA9C – Infinite ammo

BGGA GABT – Start with nine lives

JURASSIC PARK

AVDA AA24 – Infinite energy

BVDA AA5G – Infinite lives

KRUSTY'S SUPER FUN HOUSE

RJ5A AA7I – Start anywhere with infinite lives

CT5T AAGW – Start with 20 lives

SE9A BYZT – Complete bonus room = five

lives

MICRO MACHINES

REHAA60N – Infinite lives in four man race

REETA6Y6 – Infinite lives in head to head

ATFTAAH4 – Always qualify

RYXTA61R – Infinite time in Ruff Trax race

AKHTAAH0 – Each race lasts one lap

MORTAL KOMBAT

AXDA AA5L – Turbo combat

BWXA ACEE – Sub Zero slide = instant fatality

4WXA AC32 – Sub Zero slide = Morph

character

PGA TOUR GOLF 2

REZA 86YY – Master code

PZYT BNVE – Three penalty strokes for a

water hazard

PZYT BLVE – Two penalty strokes for a water

hazard

CGPA AADL – 16 clubs plus putter in set

FF48F 70000 – Increased difficulty

QUACKSHOT

AANT AA26 – Jump and Donald's head flies

across the screen

ROAD RASH 2

RH6A 86YJ – Master code

ZAST AC58 – Start with \$250,000

AEST AAE0 – Qualify on Hawaii

A2ST AAFB – Start on last race

A44T AA5T – No bends in road

AC4T AA5T – Road always bends to left

TOP 50

MEGA DRIVE MEGA DRIVE MEGA DRIVE MEGA DRIVE

MEGA proudly presents the all-new Top 50 greatest Mega Drive games of all time. For those of you who are new to the Mega Drive scene, this guide should prove an invaluable aid in your quest to spend your cash.

1. SENSIBLE SOCCER

Sony - £39.99 (Reviewed in issue 15)

There are five reasons why Sensible Soccer is the best game of all time. For starters, it's fab. Secondly it's football and thirdly it's immensely playable. Reason four is because it's, um, rather good and lastly we at MEGA love

Words can't do justice to a game like this. Long after you've finished talking about the slick gameplay, the technical excellence, the intelligence of the computer teams, the editing facilities and a dozen wonderful other features, you'll still be stumbling to come up with an accurate description of the game. You have to buy it, play it and then you can join the rest of

Sensible Soccer because, er, we love it. OK, they may not be five of the best reasons but they're all true.

us when we simply sit there smiling, in the knowledge that this truly is something special indeed.

there's no opportunity to blame the computer. Put simply, it's stunning. 'Nuff said!

2. SUPER STREET FIGHTER 2: THE NEW CHALLENGERS

Capcom/Sega - £59.99 (Reviewed issue 23)

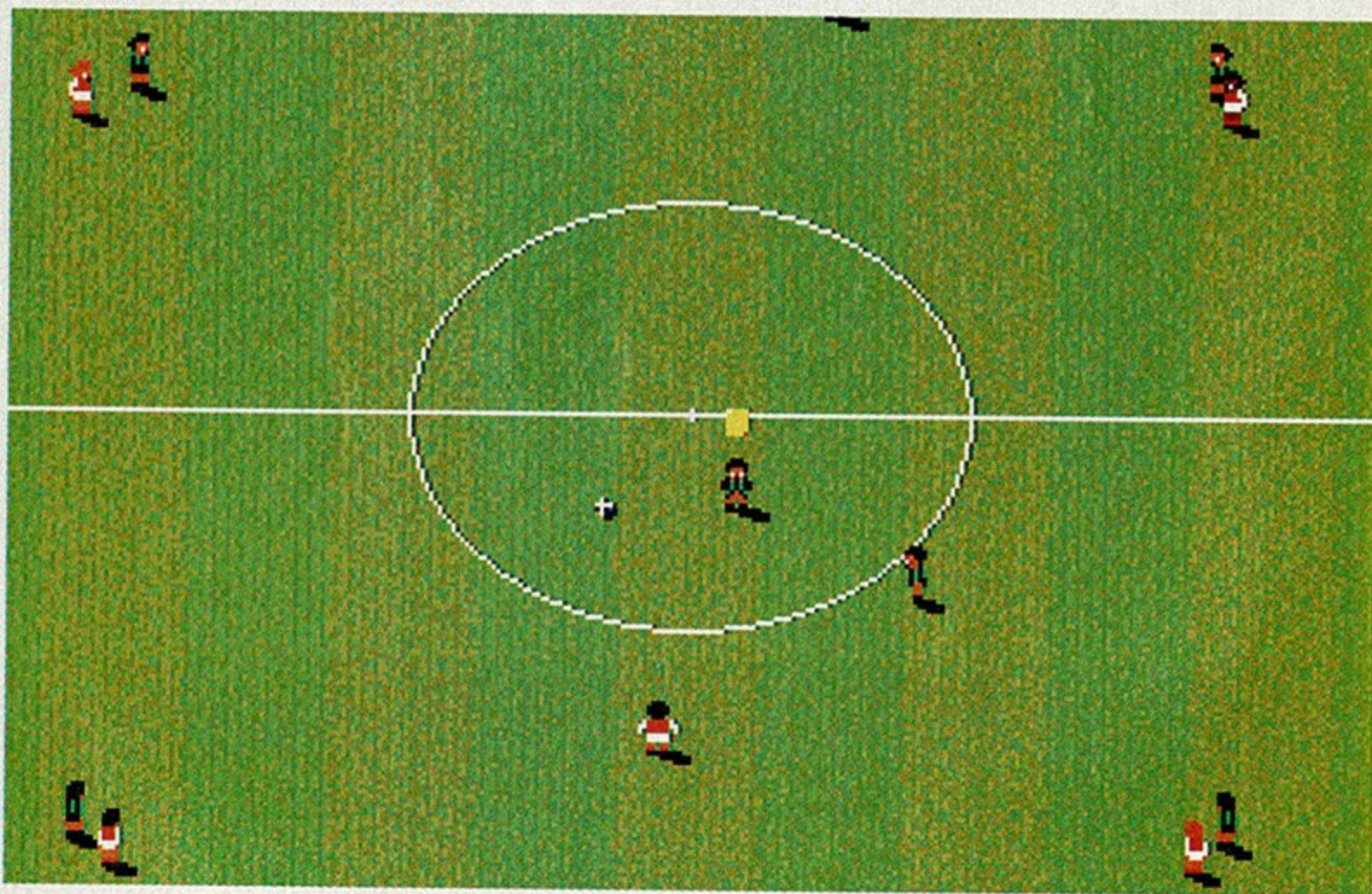
The best beat'em-up ever just got better with the inclusion of a load of new moves plus four new fighters, namely Dee Jay Maximum, Cammy, Thunder Hawk and Feilong. Basically though, this latest edition of Street Fighter II still remains the superb game which so many other beat-em-ups try to outshine. Mortal Kombat came and went, a whole series of clones have tried it on and failed and through it all SSF2 has remained the undisputed champion of the beat'em-ups. Why? It's simple, really. There are no gimmicky digitised fighters, just straight-forward cartoony fighters (albeit hard edged) each with his or her own little bit of history to give the characters depth. Each of them possesses special abilities which tie in beautifully with their appearance and mannerisms. Each has a fantastic range of moves with which to battle. They are all of relatively similar strength and ability and yet certain fighters will fare better against others and so it takes an awfully long time to become unbeatable as one character, let alone the master of all 12. The gameplay is faultless, when you hit an opponent you can almost feel it. When you get hit, there's no doubting that it was your own stupid fault,

3. JOHN MADDEN SERIES

Electronic Arts - £44.99

(Latest version reviewed in issue 14)

A bit on the large side he may be, but Mr Madden knows his American football. And it's lucky for Electronic Arts that he does, because without him this game wouldn't be the amazing reproduction of American football it is. It's fast, friendly, accurate to the sport,



TOP 10

MEGA CD MEGA CD MEGA CD MEGA CD

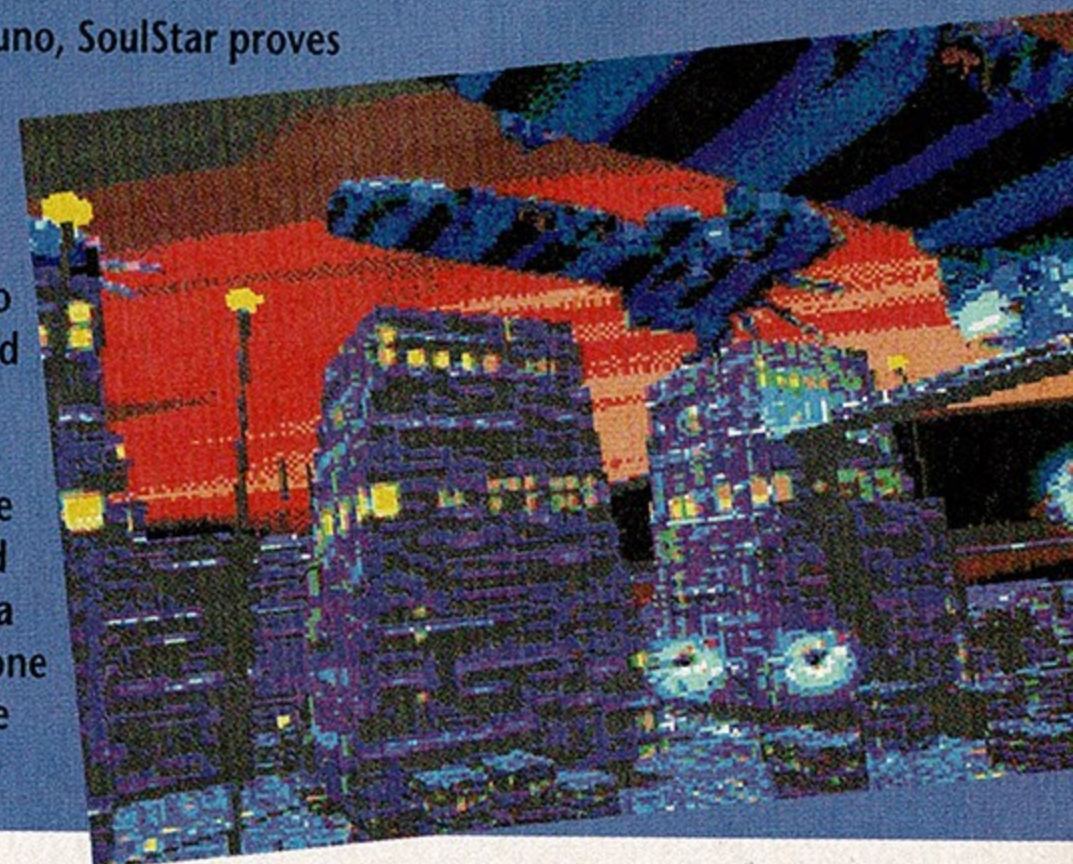
There are 10 games worth having if you own a Mega CD player. And here they are, in full controversial order...

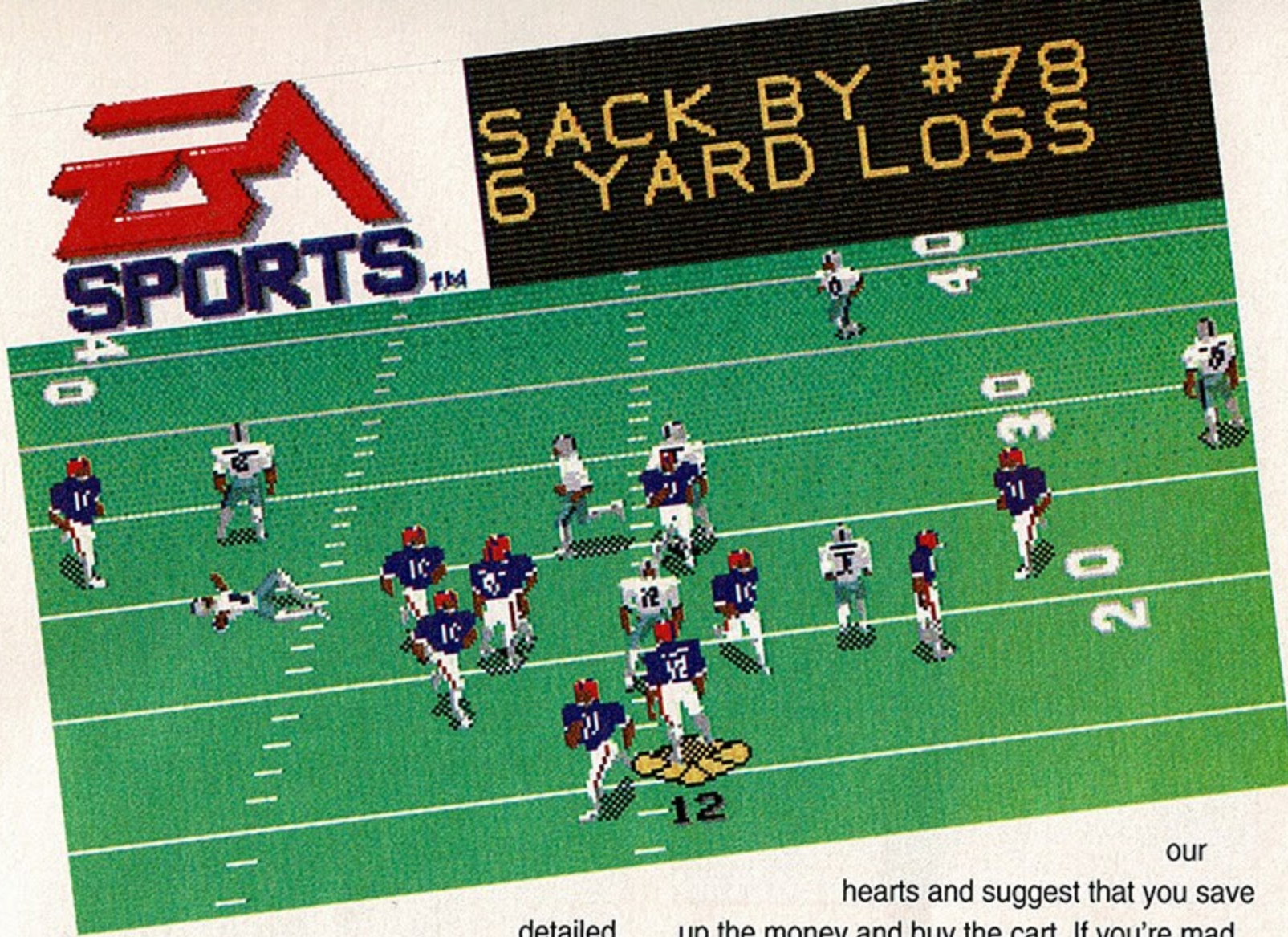
1. SOULSTAR

Core - £49.99

Reviewed in issue 25

Entering the CD chart at numero uno, SoulStar proves that the Mega-CD is capable of much more than simple FMV titles. Like Thunderhawk and Battlecorps, Soulstar uses the scaling facilities of the Mega-CD to the full. Huge space ships fly in and out of the screen, and you will be amazed by the smoothness of the whole thing. As well as all that, the game has a huge number of varied levels, different ships to pilot and a reasonable difficulty level. This is one game your Mega-CD should not be without.





detailed, fun to play, easy to get to grips with, has a great two-player mode and is one game you just keep coming back to time and time again. And with the long-overdue inclusion of a league in the '94 version, you now have the ultimate in American football games. Oh yeah, and it looks nice too, although some people might prefer the graphics of Madden '92 or '93. Regardless, this is top two-player action.

4. VIRTUA RACING

Sega - £69.99 (Reviewed in issue 19)
 God knows which mad fool at Sega looked up one day and suggested they try to squeeze the best racing coin-op, costing tens of thousands of pounds on to a Mega Drive cart, but whoever it was, he ought to be congratulated...as should the development team who created this incredible piece of software. Obviously the visuals can't even come close to those of the coin-op but using a special SVP chip, the Mega Drive version looks great, all the views are there, and the feel of the arcade game has been recreated perfectly. And not content with just recreating the coin guzzler, they also included a mirror mode, to effectively double the number of tracks to race around, and they also included a split-screen mode for superb head-to-head racing. It costs a bit more than ordinary cartridges, but to be perfectly honest, it's the first time we've been able to put our hands on

our hearts and suggest that you save up the money and buy the cart. If you're mad about the coin-op, then you'd be completely bloody dim to miss out on this. And that goes for people who haven't played the coin-op too. This is a very special game, and somewhat of a landmark for console gamers.

5. SONIC & KNUCKLES

Sega - £49.99 (Reviewed in issue 26)
 Although no better than Sonic 3 in terms of graphics or sound, and indeed missing a two-player option of any kind, it is still better. Why? Mainly because you can plug any of your old



Sonic games into the top and come out with a completely new game! Play Sonic 2 as Knuckles, the new 'Sonic 3 & Knuckles', or simply play the all new 'Sonic & Knuckles' game. The choice (as the bloke who does the voice over on 'blind date' would say) is yours. As long as you have the other games of course.

6. MORTAL KOMBAT II

Acclaim - £49.99 (Reviewed in issue 25)
 Probe try to get the conversion better the

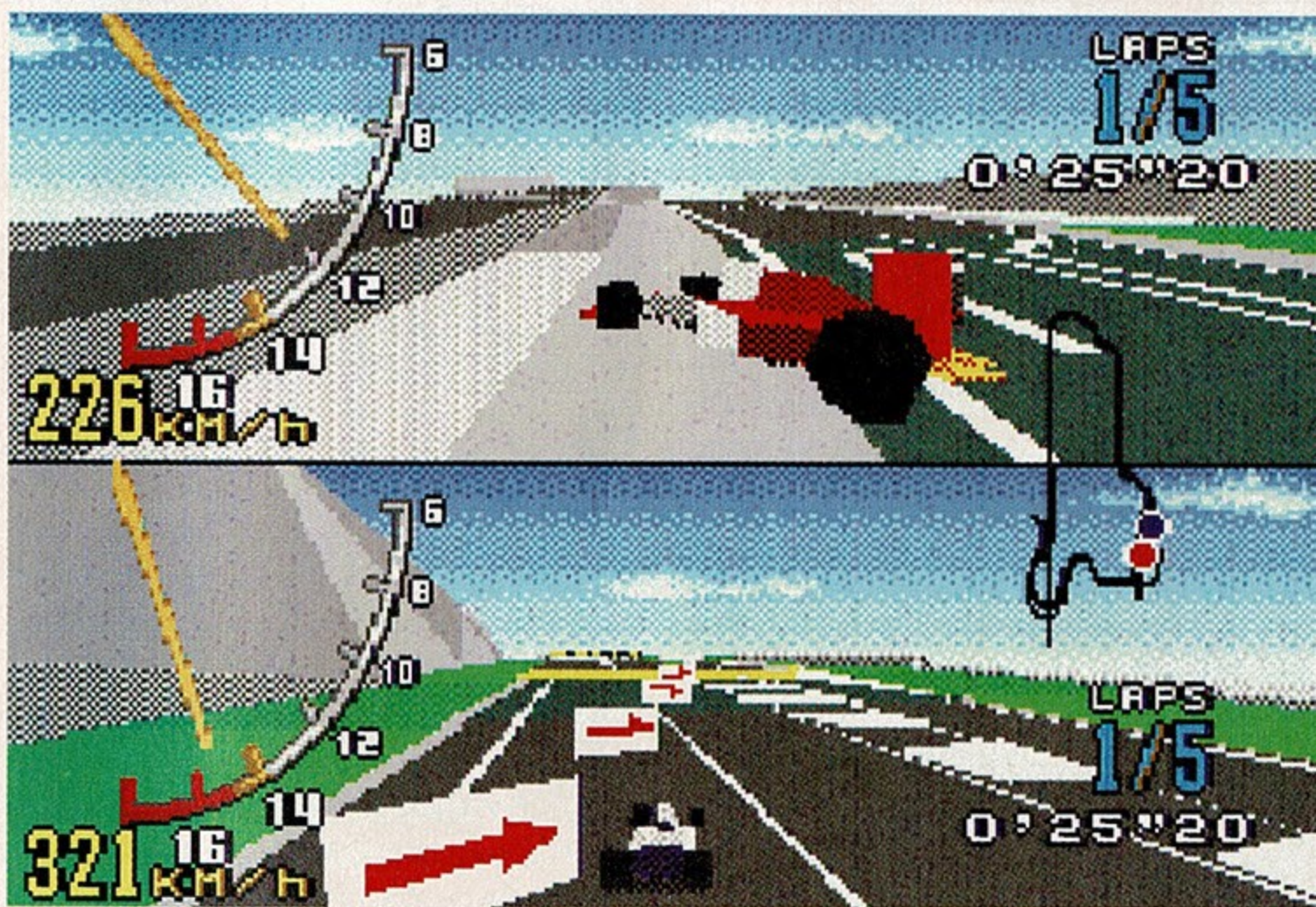


second time around and score a home run! A better arcade conversion than NBA Jam, with all the features of the coin-op retained. Loads of characters, blood, fatalities and playability! If you own Street Fighter II and want something a bit different, then MKII is your only choice.



7. SONIC 3

Sega - £59.99 (Reviewed in issue 18)
 We're not going to go into detail on this one. If you don't know what a Sonic game is like, then you're obviously a martian and won't be able to read this anyway. Needless to say, it's got all the speed and beauty of the previous Sonic games and more besides. It's faster, it looks better, and incredibly, Sega decided to put a little bit of challenge into it this time around. Oh, and when you do finish it, there's plenty of hidden stuff to go back and discover time and time again. Even Sonic critics will find it hard to dislike this chapter of the Sonic story.



2. THUNDERHAWK

Core - £49.99
 Reviewed in issue 13
 Ousted from the premier position by its own stablemate, Thunderhawk had been supremo for too long. Core seems to be the only company able to exploit the Mega-CD's scaling abilities to the full, and here they are shown off to spectacular effect. A slight downfall of the game is that it is a little easy, but that said, the gameplay is fast and furious, the graphics are stunning, and the presentation overall is unbeatable. This is precisely what people should be doing with the Mega-CD.



3. SENSIBLE SOCCER CD

Sony - £34.99
 Reviewed in issue 21
 Well, what did you expect? If it's the finest game on the Mega Drive, then it follows that it's a must buy on the Mega-CD too. The reason it's not at number one is that this listing is to reflect the best games for the Mega-CD and that means the games that utilise its potential. This version of Sensible Soccer has some CD enhancements, which work well, but if you already have the cart version, forget it. If you don't, well, this is the business.



8. LANDSTALKER

Sega - £59.99 (Reviewed in issue 14)
This is without doubt the finest role-playing game on the Mega Drive, and part of the reason is the fact that it doesn't have those crap top-down views with weeny indiscernible little Japanese characters. In fact, as well as containing a superb adventure, the graphics are more like a top-quality platform game only it's in isometric 3D. The plot shines, the atmosphere develops as you play, and the adventure is a tough and demanding one.



9. SYNDICATE

EA/Bullfrog - £44.99 (Reviewed in issue 28)
Violence in a Mega Drive game simply doesn't get any better than this (as proved in issue 29's Mega Focus). Take control of a team of cyborg commandos and shoot the crap out of everything you see, unless of course you have to rescue someone from the clutches of a rival syndicate. The graphics are superb, the music atmospheric and the gameplay is as good as it gets. Why not buy it now?



10. NBA JAM

Acclaim - £49.99 (Reviewed in issue 18)
The gameplay speaks for itself in Acclaim's

brilliant four-player conversion of the coin-op classic. NBA Jam doesn't even pretend to be an accurate basketball sim (what with ludicrously acrobatic slam dunks and so on) but it has a highly competitive, high-speed, non-stop hook that most games can't even get close to - you'll soon be screeching with delight.



11. CANNON FODDER

Virgin - £39.99 (Reviewed in issue 28)
War has never been so much fun, and now you can take part, in this fantastic Amiga conversion. The aim of the game is to capture enemy positions and kill all the enemy soldiers, and there is no lack of blood along the way. Control is spot on and there are a variety of different vehicles to use, and missiles to fire. Highly recommended



12. FLASHBACK

U.S. Gold - £44.99 (Reviewed in issue 9)
There are so many good things about this game. Firstly, there's the story-line, unashamedly stolen from the rather fabulous Arnie film Total Recall. It's slightly different, but it unfolds beautifully. The graphics are spectacularly atmospheric. Rotoscoping has been used to stunning effect (rotoscoping involves filming real people then digitising their

movements). And, finally, the structure of the platform-based levels are the work of a genius. There's a huge challenge, and what with all the realism and the in-between scenes, it's very much like taking part in a film.



13. MEAN BEAN MACHINE

Sega - £39.99 (Reviewed in issue 16)
Another variation on the Tetris theme, but this time the essence of that classic has been taken and a whole new game has been built around it. The gameplay defies description really, but the fact of the matter is that in one-player mode there's a highly challenging series of opponents to outwit, and when you're bored of these you can play the even better two-player mode. Take our words for it, it's amazingly addictive and fun.



14. EARTHWORM JIM

Virgin - £44.99 (Reviewed in issue 26)
What happens when you take Dave Perry away from Virgin to form his own company (Shiny) in California? He produces one of the finest platform games to grace any console ever. The humour throughout the game places it way above many other efforts, and all his previous work. We think Dave should go away more often.



15. MICRO MACHINES 1 & 2

CodeMasters - £34.99 (Reviewed in issue 5 & 26)
CodeMasters steered well clear of any seriousness with this game and brought the Mega Drive-playing public a top-down driving game in which you drive a series of little model cars around tracks based on such ludicrous things as pool tables, desktops, breakfast tables and baths, of all things. The sequel brought fantastic 4-player J-cart action to the game, as well as even more cars to control, and mini-micros to boot. Essential!



16. RED ZONE

Time Warner - £44.99 (Reviewed issue 27)
Imagine waking up one day, and being told that there was a better helicopter game than the strike series put together! You'd think you were dreaming, wouldn't you. Well wake up and smell the coffee, because Red Zone is the



4. SONIC CD

Sega - £49.99
Reviewed in issue 13

This is really rather bloody good. It's sort of on a par with Sonic 3 really, and it's a lot bigger because there are three different time zones to be explored if you want to complete the game properly.

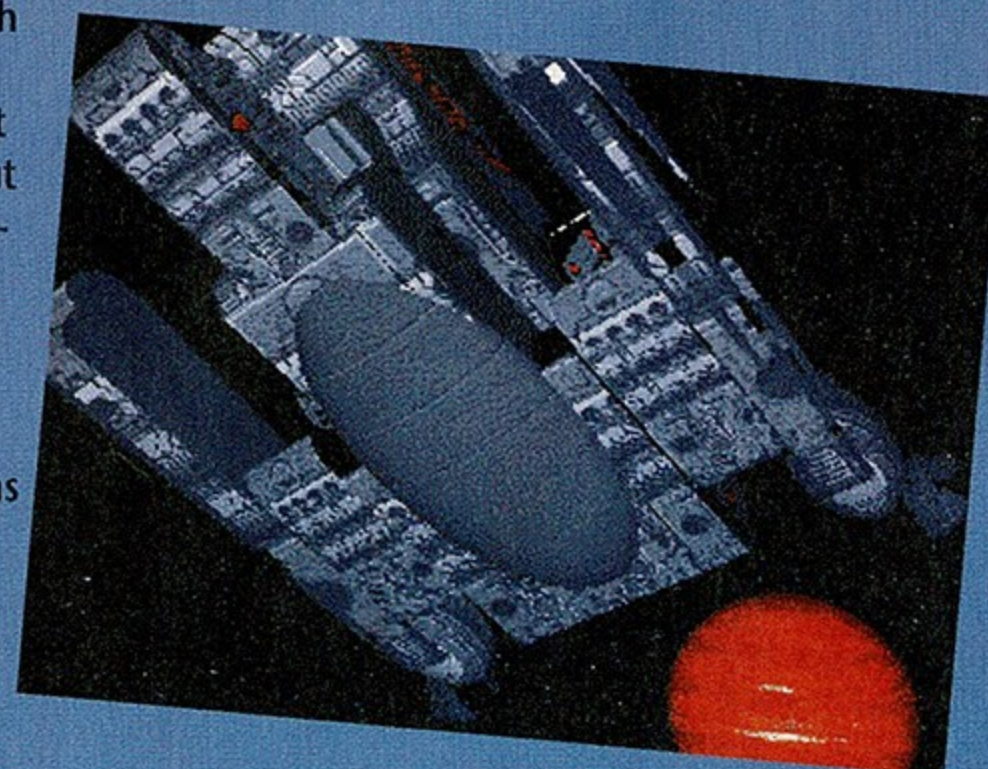
The CD isn't exactly stretched to its limits, but certainly, the fabulous soundtrack, the additional size and the stunning special stages make it an important part of the upper half of the Mega CD Top 10.



5. BATTLECORPS

Core - £39.99 (Reviewed in issue 23)

Core blesses the Mega-CD with yet another superb game, following up the superlative Thunderhawk with a game which looks just as promising, namely Battlecorps. Again this is a smart first-perspective shoot'em-up but rather than piloting the modern-day equivalent of Blue Thunder you now strap yourself into a gigantic steel robot known as a Bipedal Attack Machine. Mind you, in essence the game remains the same with loads of action, levels and violence. Excellent fun.



best helicopter blaster around. Using layered sprites to create an overhead view second to none, Red Zone combines strategy and action to create a superb all round game.

17. FIFA SOCCER (INC '95)

Electronic Arts - £44.99 (Reviewed issue 5)
Sensible Soccer might be the more playable game, but this is a particularly atmospheric footballing experience (especially if you're slightly tanked up on Old Peculiar).



18. SOLEIL

Sega - £44.99 (Reviewed in issue 27)
This would have scored higher than the classic RPG Landstalker, but for the fact it is a little easy to complete. Zelda has finally arrived on the Mega Drive, and the wait has been worth it. Join our hero and a band of animals with special powers to try and discover the cause of the troubles ravaging your land. This is RPG action at it's best.



19. ALADDIN

Sega/Virgin - £44.99 (Reviewed in issue 14)
This beautiful platformer was groundbreaking when it first came out, but it doesn't quite have the depth of play to keep it right at the top.



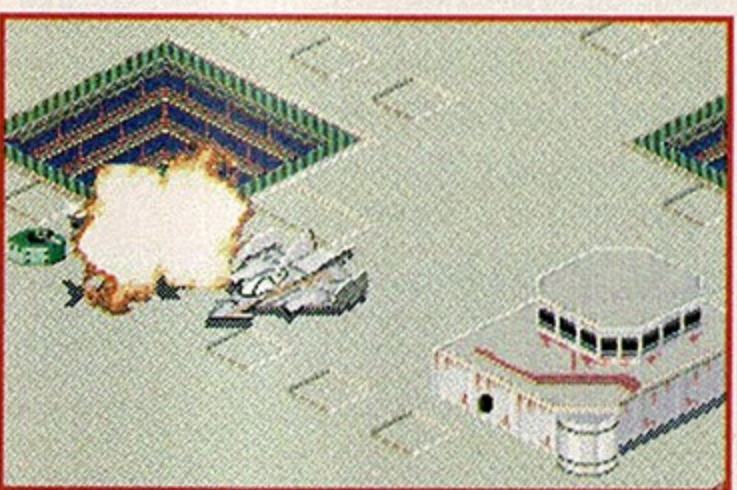
20. MEGA BOMBERMAN

Sega - £39.99 (Reviewed in issue 26)
Easily the best four-player experience on the Mega Drive. Frantic 'bomb your mates' action with no real life long-term physical damage. Buy it now!



21. THE STRIKE SERIES

Electronic Arts - £44.99 (Latest reviewed in issue 26)
Urban, Jungle and Desert strike are all cracking games in their own right, but too similar for different categories. By all accounts Jungle is the best due to Urban's ease of completion, but you should try them all to decide which one you want.



22. TOEJAM & EARL 2

Sega - £49.99 (Reviewed in issue 16)
Fun, frolics and fat folk on the fictional planet

of Funkotron, but this time it's a platformer. It's still graphically unusual and utterly stuffed with spot-on humour.



23. MICKEY MANIA

Sony - £44.99 (Reviewed in issue 26)
Some of the most impressive sprites ever seen in a console game, and probably the best of the Mickey games available. Addiction levels sky rocket as you take Mickey on a journey through his past.



24. CHAOS ENGINE

Microprose - £44.99 (Reviewed in issue 19)
Masterful mechanical mayhem Jules Verne-style, as some rock hard geezers try to thwart the evil plans of some loon or other. Curiously effective muddy visuals add to some obscenely hectic multi-player shooting action.



25. SUB TERRANIA

Sega - £44.99 (Reviewed in issue 20)
If it wasn't so easy, this could have been the greatest shoot-'em-up ever. Small challenge aside though, this still contains enough classically good gameplay to pull you in time after time.



26. PITFALL

Activision - £49.99 (Reviewed in issue 27)
Activision bring their original Atari VCS Pitfall right up to date, and how! Superb animation (done by the film company responsible for Ferngully) coupled with a challenging quest, and the VCS version for free! What more could you want?



27. F1

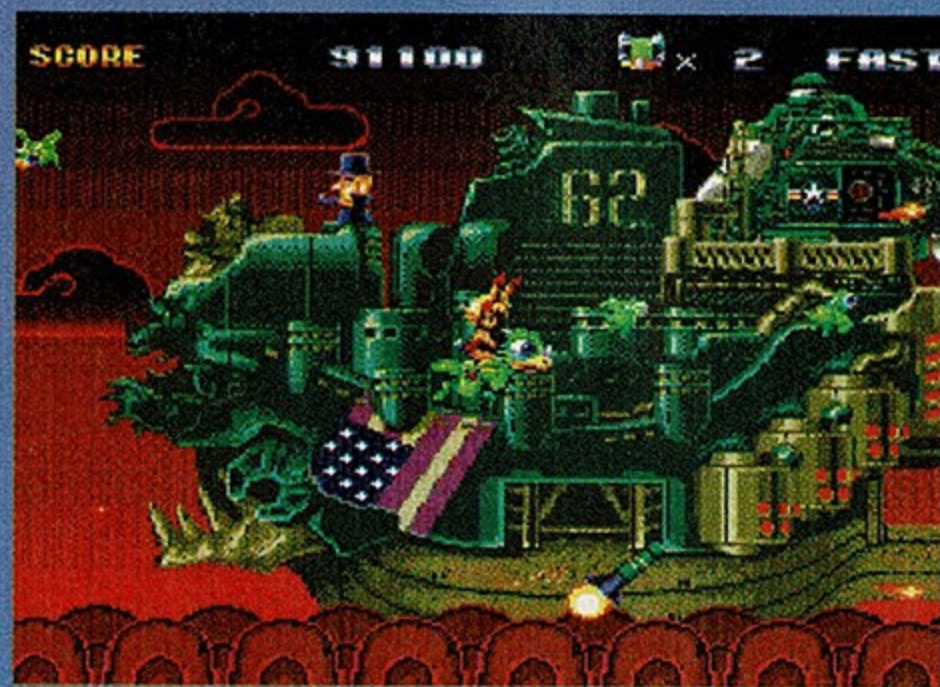
Domark - £49.99 (Reviewed in issue 11)
Considering this lacks any of the custom chippage of Virtua Racing, Domark's red-hot racer delivers both exhilarating gameplay and speedy, smooth visuals. It's a deeper non-arcadey alternative to Virtua Racing. You won't be disappointed.

28. PGA TOUR SERIES

Electronic Arts - £44.99
(Latest version reviewed in issue 28)
PGA Tour III takes the playability of the first

6. KEIO FLYING SQUADRON

Virgin/JVC - £44.99
Reviewed in issue 29
Ever been down to the arcades (or used a SNES) and played Parodius? This superb Mega-CD game is the closest thing to it we're likely to see. Some of the most bizarre bosses in a console game ever, and some excellent gameplay make this one Mega-CD game to look out for. Just suspend your reality circuits for a while, and prepare to be stupified.



7. SNATCHER

Konami - £44.99
Reviewed in issue 28
Easily the finest hour of the Mega-CD adventure genre. Take the role of Gillian Seed and try to stop the Snatcher menace from over-running the city. A superb plot-line is complemented by excellent still graphics and some of the best speech ever heard on the Mega-CD. Unfortunately the game is rated 18 because of the gruesome graphics (and a little adult content), but that shouldn't stop all you older Mega-CD'ers from buying a copy straight away!



three games, and adds to them a dash of creative graphics and an all-new ball meter. These are easily as good as Mega Drive golfing gets.



29. ROAD RASH 3 (& 1 & 2)

E.A. - £39.99 (RR3 Reviewed in issue 29)
Sometimes, the challenge of simply overtaking other vehicles isn't enough, and the ability to pummel another rider off their bike is what still makes the beat-'em-up-on-a-bike action of these games a real winner. Road Rash III soups up the graphics to an all-new level, and allows you to fight with the police!



30. PROBOTECTOR

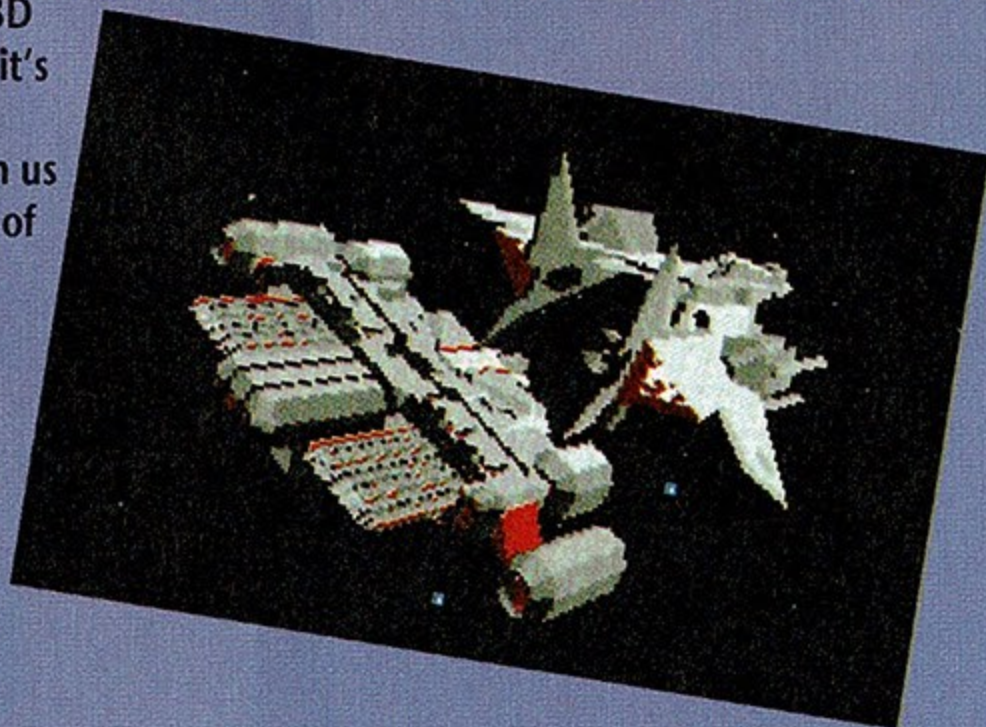
Konami - £44.99 (reviewed in issue 26)
Had enough of games that are too easy? This game should be just your cup of 'char' then. Grab a friend and play the best scrolling shoot 'em up this side of the arcades. Brilliant!



8. SILPHEED

Sega - £44.99
Reviewed in issue 13

This is one of the earlier Mega-CD games, but it's still a very professional shoot-'em-up. The mind-bogglingly effective 3D backdrops are purely cosmetic, it's true, but the developers have achieved the technology to stun us visually, as well as produce one of the slickest shoot-'em-ups available. It's a delicious combination really and reassuring that people can still make the effort to both please our eyes and test our gameplaying skills.



31. NHL HOCKEY SERIES

Electronic Arts - £44.99

(Latest version reviewed in issue 12)

Skeetering uncontrollably around a slippery and overcrowded play area while trying to control a puck shouldn't really add up to an enjoyable videogame experience, but again, EA's expertise in producing sport sims has given us an exciting simulation of the real thing.



32. ZERO TOLERANCE

Accolade - £44.99 (Reviewed in issue 25)

Got enough money to go and buy a top end 486 PC? In that case the closest you're going to get to Doom is this fantastic shooter. The best news yet is the link-up allowing two-player interactive games, as long as you have the necessary equipment (and two copies).



33. DYNAMITE HEADDY

Sega - £39.99 (Reviewed in issue 25)

Treasure provide us with some more superb platform action. If only the game had been a little more difficult it would have been much higher up the table. As it stands it is still a superb example of what can be achieved on the Mega Drive, while it lasts.



34. JUNGLE BOOK

Virgin - £44.99 (Reviewed in issue 20)

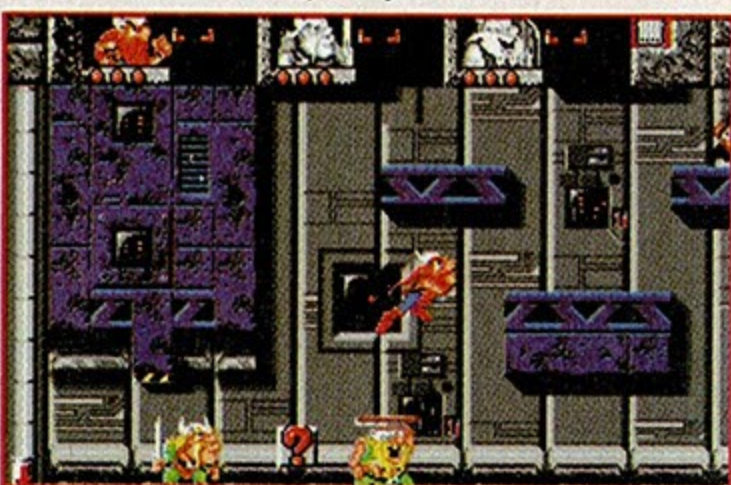
"If it ain't broke, don't fix it," as they say. The Jungle Book is basically Aladdin 2 if we're honest. But when the formula is this good, people will want more of the same. I mean, if you like Mars bars, you wouldn't want the ingredients to change each time you buy one would you eh? EH? No, of course you wouldn't.



35. LOST VIKINGS

Virgin - £44.99 (Reviewed in issue 16)

As lost vikings go, these guys are pretty bloody lost, and a good job too, because it provides us with the backdrop to a superb platform puzzle game. The mechanism by which you use different characters to carry out different tasks is superbly handled.



36. LEMMINGS 1 & 2

Sega - £39.99 (Reviewed in issues 2 & 26)

Look, much as we'd like to think saving Lemmings is a good thing, the reason they all top themselves is to control their population. So, save the environment and kill a Lemming. The new game allows you to 'save' over sixty different kinds of lemmings!



37. ECCO 1 & 2

Sega - £39.99 (Reviewed in issues 6 & 26)

Opinions are divided about the two games, but on the whole everyone loves them. The sequel isn't that much better than the original, though it does have a nice 3D bit to impress your friends with.



38. STREETS OF RAGE SERIES

Sega - £49.99

(Latest version reviewed in issue 20)

The SOR series won't go down in history as great games, but if you're after good solid scrolling beat-'em-ups, they represent the best there is.



9. LETHAL ENFORCERS 2 CD (INCLUDING 1)

Konami - £54.99

Reviewed in issues 15 and 27

We've already covered the cartridge versions in the Top 50, but the CD versions improve on them by having much better sound, and by being slightly cheaper. The only annoyance in an otherwise excellent pair of games is the disc delay between levels, but it is only a minor quibble. Prepare to shoot the crap out of New York criminals or Wild West bad guys with a big plastic gun. And have fun doing it too! Best fun with two guns (though a touch expensive)



39. QUACKSHOT

Sega - £39.99

Donald gets in a 'flap' and gets a bit 'down' about things, goes around causing mayhem and then has to foot the 'bill'. Ho, ho, ho! No, it's basically a very neatly designed and relatively tricky little platform puzzler. Good stuff!



40. DAVIS CUP TENNIS

Domark - £39.99 (Reviewed in issue 12)

As far as tennis on the Mega Drive goes, this is the one to go for. It plays like a dream and it has a unique split screen so that both players are always on the nearside of the net. Very neat.



10. FIFA INTERNATIONAL SOCCER CD

Electronic Arts - £34.99 (Reviewed in issue 23)

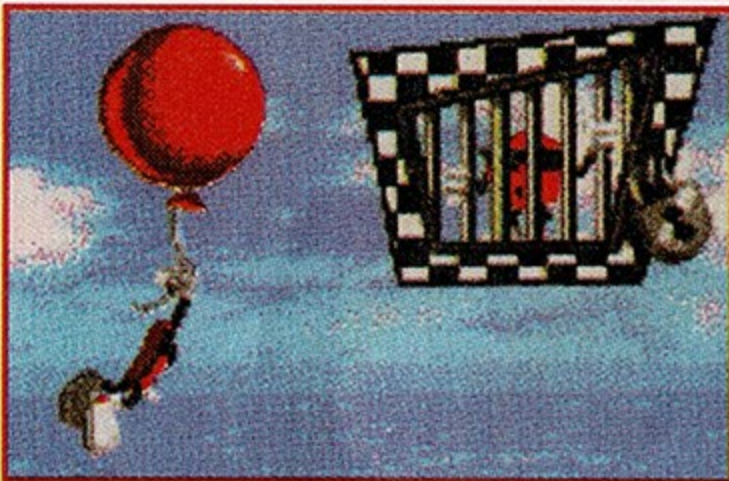
FIFA International gets the CD treatment in this, an updated (but still not as good as Sensi) version of the game. What enhancements has it got? Easy. Graphically the game looks a lot cleaner, with more animation plus loads of film footage and FMV sequences. The sound is where the game really shines though, with crystal clear footie chants, "oohs" and "aahs" blasting out in Dolby Surround Sound. The gameplay has been changed, with the opposition playing harder and faster. It's tougher now, but it's not quite as playable as its cartridge parent.



41. COOL SPOT

Virgin - £39.99 (Reviewed in issue 9)

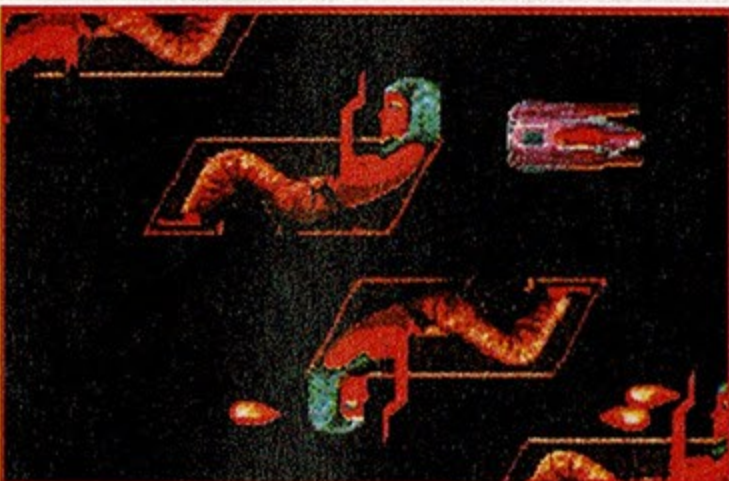
Yep, it's Dave Perry again. Still, there's no denying that this is graphically well above par and plays pretty good too. It also has a high level of difficulty.



42. HELLFIRE

Sega - £39.99

Not a Yorkshireman's exclamation of angst but a rumblingly decent shoot'em-up which, while being classically playable, doesn't quite have the breadth of gameplay that the wonderful Sub Terrania has. Still flipping superb though.



43. ROLO TO THE RESCUE

Electronic Arts - £39.99 (Reviewed issue 5)

And as if James Pond 3 wasn't good enough, Rolo To The Rescue is another bloody fab



non-linear platform experience. And the neat thing about this is you control different animals to carry out different tasks. How very ingenious.

44. TINY TOONS

Konami - £44.99 (Reviewed in issue 8)

Well, it's Sonic isn't it? But with Warner Bros characters instead of the spiky one, and carrots instead of rings. But it's fun, no really, it is. And you can sing along to the theme tune, you know "They're tiny, they're tooney, da, dee, da, etc".



45. SHINING FORCE 1 & 2

Sega - £49.99 (Reviewed in issues 10 & 25)

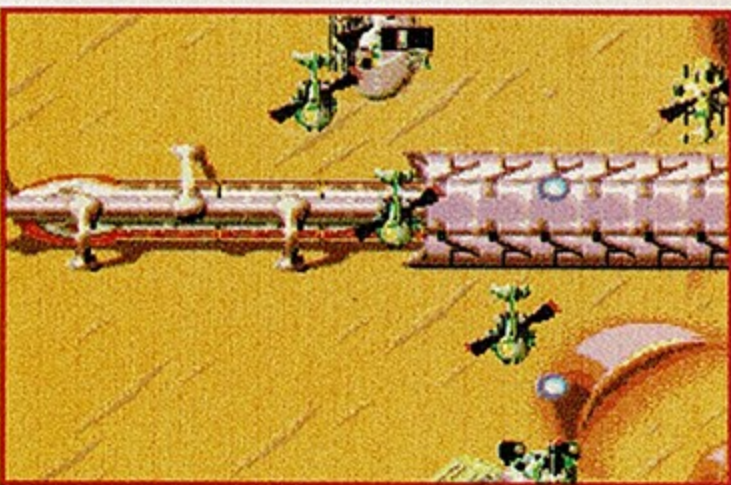
If you're the sort of saddo who likes wasting half your life fighting mythical beasts and holding one-sided conversations with villagers who all say "The mystic orb can be found in the cosmic vortex of Granx", then these will be right up your alley, unless there is already something up your alley, of course.



46. MEGA SWIV

Time Warner - £44.99 (Reviewed issue 29)

Mega Swiv proves that the vertical scrolling shoot'em up genre is far from dead. Although there is little new here, the game is so very polished it is a joy to play. What a shame Lee was so hopeless at it.



47. MEGA-LO-MANIA

Virgin - £44.99 (Reviewed in issue 6)

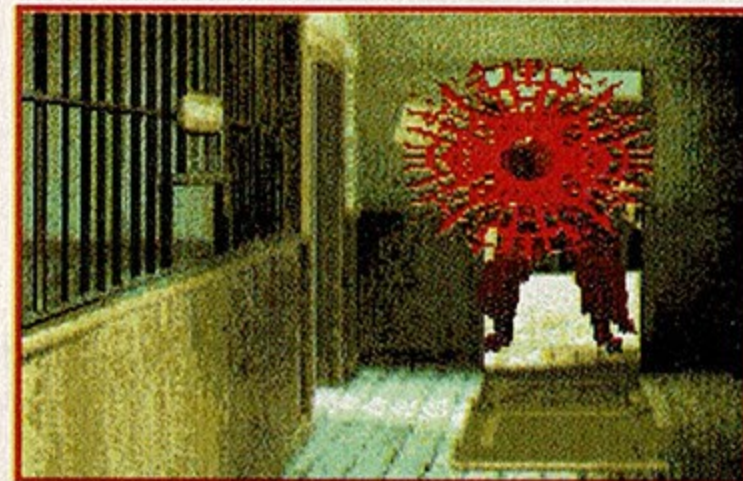
Unless you're a traffic warden, playing God is something we very rarely get to try. It's a good job that we have games like this then.



48. LETHAL ENFORCERS 1 & 2

Konami - £64.99 (Reviewed issues 15 & 27)

So they're a little expensive, but with the justifier they're the most fun you can have with a lightgun. Cut through swathes of bad blokes with various big guns in an up to date cop scenario, or the all new wild west game. You ain't gonna get me sheriff! By the way, did you realise that Lee smells? It's really horrible



49. RAINBOW ISLANDS

Taito - Import

Anyone who wants to play this is going to have a really hard time getting hold of it. However, if you are lucky enough to spot a second-hand copy, snap it up immediately because playability like this only comes along once in a blue moon. Unlike Lee's smelly farts



50. INCREDIBLE HULK

US Gold - £39.99 (Reviewed in issue 23)

The lean, green fighting machine finally makes it onto the Mega Drive thanks to Birmingham-based bods US Gold. OK, it's platform game but it's raised above mediocrity thanks to the slick graphics, fluid animation and the rich story-line. Marvel fans will cream themselves over this one. Is it my imagination or does everyone else hate Lee too? Yep, thought so



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NEXT TIME

Well, it seems like apologies are due all round. Some of you may have been expecting to see reviews of games such as Super Strike and Batman, but due to reasons beyond our control this sadly didn't happen. The world of the computer game is a fickle place you see, as games get delayed and postponed at the drop of a hat. So, what do we have for you in the proverbial pipeline next time?

Anyone not satisfied by the excessively gory Mortal Kombat II will be happy to see an in depth look at Eternal Champions on the Mega CD.

We'll also hopefully be getting our hands on some rather nifty 32X stuff, namely Chaotix, Mother Base, and Stellar assault.

Next month will see the end of Rich's wonderful Doom guide, so maybe he'll stop playing it for the first time in three months. Have you found the B.F.G. yet? Not many have, and most never will.



RICH'S BIT

Hi, this is Rich here as usual to tell you a little story and to demonstrate my amazing powers of E.S.P. Follow these steps to put me to the test!

- 1) Think of a number between 1 and 10.
- 2) Multiply it by nine.
- 3) You now have a two digit number. Add these together to get a single digit number.
- 4) Subtract 5 from this number.
- 5) If A is 1, B is 2, C is 3 etc. find the letter that corresponds to your number.
- 6) Think of a country beginning with that letter. Remember it.
- 7) Think of an animal beginning with the second letter of your country. Remember it.
- 8) Think of the colour of your animal.

Now, if all goes well you should be thinking of, wait for it.... A grey elephant from Denmark! Am I incredible or what?

(Any money says he didn't think of that - Lee.)

That's all for this month I'm afraid, don't forget to order next month's issue as soon as possible. Please?

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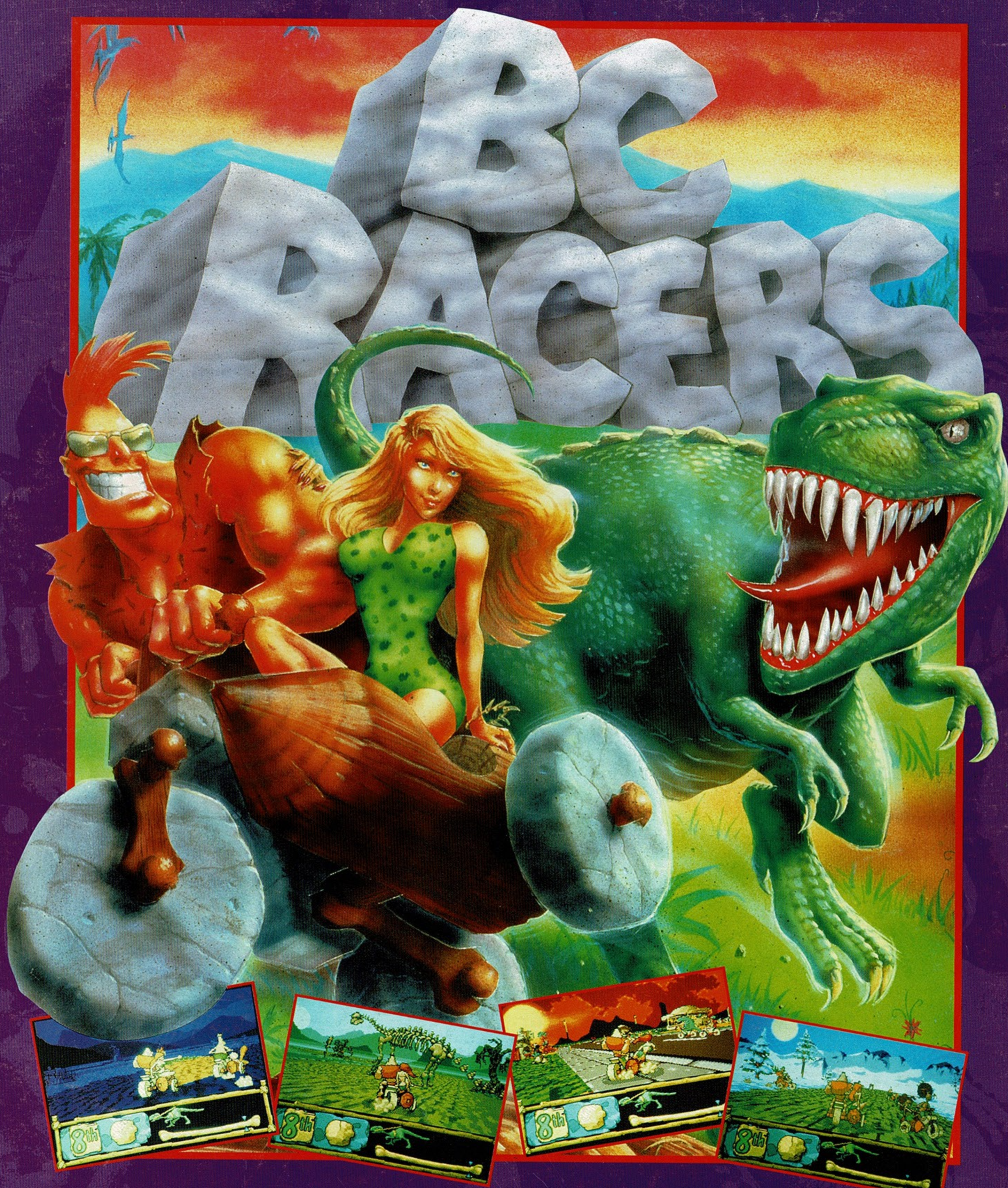


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